



COMPENDIUM OF BEASTS

HOMEBREW

Unleash Wild Fury with this Compendium of Alternate Beasts
for the World's Greatest Roleplaying Game

LASERLLAMA COMPENDIUM OF BEASTS V2.0.0

The following Beasts are presented in order of ascending CR. These Beasts are meant to be used with [laserllama](#) content in place of those in the *Monster Manual* & *Player's Handbook*. The Beasts included here have been redesigned to be more dynamic in play.

CR 0

badger
bat
cat
chicken
crab
fox
firefly
fish
frog
goat
hare
lizard
monkey
octopus
owl
raven
rodent
scorpion
spider
tortoise
vulture

CR 1/8

alligator turtle
beetle (giant)
camel
crab (giant)
dolphin
hawk
heron
hunting dog
llama
mule
rodent (giant)
viper
wild dog

CR 1/4

badger (giant)
boa constrictor
boar
centipede (giant)
chicken (giant)
electric eel
falcon
fish (giant)
frog (giant)
lizard (giant)
ox
panther
stag
wolf
wolf spider (giant)

CR 1/2

black bear
cheetah
chimpanzee
emu
goat (giant)
horse
komodo dragon
reef shark
soldier ant (giant)
tortoise (giant)
walrus
wasp (giant)

CR 1

aurochs
bat (giant)
crocodile
dire wolf
eagle
gorilla
giraffe
king cobra
lion
octopus (giant)
owl (giant)
spider (giant)
tiger
toad (giant)
vulture (giant)
wild dog (giant)

CR 2

anaconda
boar (giant)
emu (giant)
grizzly bear
hawk (giant)
hunter shark
polar bear
stag (giant)
stag beetle (giant)

CR 3

alligator turtle (giant)
electric eel (giant)
falcon (giant)
hippopotamus
killer whale
rhinoceros
saber-toothed tiger
scorpion (giant)

CR 4

cave bear
elephant
heron (giant)
toad (colossal)
walrus (giant)

CR 5

crab (colossal)
giant squid
sloth (giant)
terror bird
tiger (giant)
titanoboa

CR 6

cave bear (giant)
crocodile (giant)
gorilla (giant)
mammoth
shark (giant)
royal eagle

CR 8

sperm whale

NEW RULES FOR BEASTS

Multiple creatures included in the *laserllama compendium of Beasts* use the new and alternate rules detailed below:

ADJUSTED CHALLENGE RATINGS

Challenge Ratings (CR) have been updated to reflect the threat that such a Beast would pose to four adventurers of that level.

BEAST SUBTYPES

Like other types of monsters (notably fiends), the Beasts here now each have one of the following subtypes: *Aquatic*, *Avian*, *Brute*, *Carnivore*, *Reptilian*, or *Vermin*.

Though, legends speak of extinct Beasts that might exist in the remote parts of the wild world with the *Ancient* subtype.

RECHARGE FEATURES

If you use a feature to take on the shape of a creature with a **Recharge** feature (either on a d6 roll of 5-6 or after a short or long rest), you do not regain the use of that feature until the specified recharge condition is met, even if you revert to your normal form then take on the shape of that creature again.

SIZE: DIMINUTIVE

Diminutive is a new size category for creatures smaller than Tiny. Diminutive creatures are smaller than 1 foot x 1 foot, and include vermin, rodents, insects, and other small creatures.

If you use a feature to take on the shape of a Diminutive creature, such as the *polymorph*^{LL} spell or the Druid's Wild Shape, you immediately revert to your normal form when you take any amount of damage or when you fail a saving throw.



CHALLENGE RATING:0

Beasts of Challenge Rating 0 include the most common and plentiful Beasts that exist on the Material Plane. Beasts of CR 0 are not a threat unless encountered in large groups.

When a creature casts the *find familiar* spell, they can also select any CR 0 Beast from this Compendium, in addition to the normal options included with the *find familiar* spell.

BADGER

CR 0

Tiny Beast (Vermin), Neutral

AC 10

Initiative +0 (10)

HP 3 (1d4 +1)

Speed 20 ft., burrow 5 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	4	-3	-3	DEX	11	+0	+0	CON	12	+1	+1
INT	2	-4	-4	WIS	12	+1	+1	CHA	5	-3	-3

Condition Immunities Frightened, Poisoned

Senses darkvision 30 ft.

TRAITS

Keen Smell. The Badger has advantage on all Wisdom ability checks that rely on its sense of smell.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: (1) piercing damage.

BONUS ACTIONS

Aggressive. The Badger takes the Dash action, but must end this movement closer to a hostile creature.

BAT

CR 0

Diminutive Beast (Vermin), Neutral

AC 12

Initiative +2 (12)

HP 1 (1)

Speed 5 ft., fly 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	2	-4	-4	DEX	15	+2	+2	CON	8	-1	-1	INT	2	-4	-4	WIS	12	+1	+1	CHA	4	-3	-3

Senses Blindsight 60 ft.

TRAITS

Echolocation. When the Bat makes a Perception check with its hearing it treats a d20 roll of 9 or lower as a 10. It loses this benefit and its Blindsight if it is Deafened.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1) piercing damage.



CAT

CR 0

Tiny Beast (Carnivore), Neutral

AC 12

Initiative +2 (12)

HP 2 (1d4)

Speed 40 ft., climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	-4	-4	DEX	15	+2	+4	CON	10	+0	+0
INT	3	-4	-4	WIS	12	+1	+1	CHA	7	-2	-2

Skills Perception +3, Stealth +4

Senses Darkvision 30 ft.

TRAITS

Keen Smell. The Cat has advantage on all Wisdom ability checks that rely on its sense of smell.

Pounce. When the Cat moves at least 20 ft. in a straight line, then hits a creature equal to its size or smaller with a Claw attack, the target is knocked Prone.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1) slashing damage.

REACTIONS

Reflexive Fall. When the Cat falls, it can reduce any falling damage it takes by its Dexterity score (15). If it reduces this damage to 0, the Cat lands on its feet.



CHICKEN

CR 0

Tiny Beast (Avian), Neutral

AC 12 **Initiative** +2 (12)
HP 1 (1d4 -1)
Speed 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	2	-4	-4	DEX	14	+2	+2	CON	8	-1	-1												
INT	2	-4	-4	WIS	10	+0	+0	CHA	4	-3	-3												

TRAITS

Limited Flight. If the Chicken falls at least 10 feet it can glide 2 feet horizontally for every 1 foot it falls. When the Chicken uses this trait, a Medium or smaller creature can hold on to the Chicken's feet to glide along with it.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1) piercing damage.

CRAB

CR 0

Tiny Beast (Aquatic), Neutral

AC 12 (natural armor) **Initiative** +0 (10)
HP 2 (1d4)
Speed 5 ft., swim 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	2	-4	-4	DEX	11	+0	+0	CON	10	+0	+0												
INT	1	-5	-5	WIS	8	-1	-1	CHA	2	-4	-4												

TRAITS

Amphibious. The Crab can breathe both air and water.

Bottom Feeder. Underwater, the Crab has advantage on Perception checks to smell creatures within 120 feet of it that are below their hit point maximum. The Crab also automatically succeeds on Perception checks to smell dead creatures within 1 mile it is while underwater.

Natural Camouflage. The Crab has advantage on Stealth while underwater or when covered in sand, mud, or dirt.

Pincer. When the Crab hits a target with its Claw attack it can automatically Grapple the target (escape DC 6). If the target is larger than the Crab, its speed is not reduced to 0, but the Crab automatically moves with the target.

ACTIONS

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: (1) bludgeoning damage, and it uses *Pincer*.

Fox

CR 0

Tiny Beast (Carnivore), Neutral

AC 13 **Initiative** +3 (13)
HP 2 (1d4)
Speed 30 ft., burrow 5 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR		2	-4	DEX		16	+3	CON		11	+0	INT		3	-4	WIS		12	+1	CHA		6	-2
			-4				+3				+0				-4				+1				-2

Skills Perception +3, Stealth +5

TRAITS

Keen Hearing. The Fox has advantage on all Wisdom ability checks that rely on its sense of hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1) piercing damage.

BONUS ACTIONS

Scamper. The Fox takes the Disengage or Hide action.





FIREFLY

CR 0

Diminutive Beast (Vermin), Neutral

AC 10 Initiative +0 (10)

HP 1 (1)

Speed 10 ft., fly 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	2	-4	-4	DEX	11	+0	+0	CON	8	-1	-1												
INT	1	-5	-5	WIS	8	-1	-1	CHA	2	-4	-4												

Skills Acrobatics +2

TRAITS

Agile. The Firefly has advantage on all Dexterity ability checks and saving throws while using its flying speed.

ACTIONS

Illumination. The Firefly emits (or ends) bright light in a 10-foot radius and dim light 10 feet beyond that.

FROG

CR 0

Diminutive Beast (Reptilian), Neutral

AC 11 Initiative +1 (11)

HP 1 (1)

Speed 20 ft., climb 20 ft., swim 20 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	1	-5	-5	DEX	13	+1	+1	CON	8	-1	-1
INT	1	-5	-5	WIS	8	-1	-1	CHA	3	-4	-4

Skills Stealth +3

TRAITS

Amphibious. The Frog can breathe both air and water.

Standing Leap. The Frog can do a long jump of 10 ft. and a standing jump of 5 ft. without a running start.

FISH

CR 0

Diminutive Beast (Aquatic), Neutral

AC 13 Initiative +3 (13)

HP 1 (1)

Speed 0 ft., swim 40 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	2	-4	-4	DEX	16	+3	+3	CON	9	-1	-1						
INT	1	-5	-5	WIS	8	-1	-1	CHA	2	-4	-4						

Senses Darkvision 60 ft.

TRAITS

Aquatic. The Fish can only breathe underwater.

Bottom Feeder. Underwater, the Fish has advantage on Perception checks to smell creatures within 120 feet of it that are below their hit point maximum. The Fish also automatically succeeds on Perception checks to smell dead creatures within 1 mile it is while underwater.

Shimmering Camouflage. The Fish has advantage on Stealth checks to hide while it is underwater.

GOAT

CR 0

Medium Beast (Brute), Neutral

AC 10 Initiative +0 (10)

HP 4 (1d8)

Speed 30 ft., climb 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	11	+0	+2	DEX	10	+0	+0	CON	11	+0	+0												
INT	2	-4	-4	WIS	10	+0	+0	CHA	5	-3	-3												

Skills Athletics +3

TRAITS

Ram. When the Goat moves at least 20 ft. in a straight line, then hits a creature with a Headbutt attack, it rolls one bonus damage die, and if the target is equal to the Goats size or smaller it is knocked back 10 ft. in a line.

Sure-Footed. The Goat has advantage on saving throws to resist being knocked Prone or moved against its will.

ACTIONS

Headbutt. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: (1d4) bludgeoning damage.



HARE

CR 0

Tiny Beast (Brute), Neutral

AC 13 Initiative +5 (15)

HP 1 (1d4 -1)

Speed 20 ft., burrow 5 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	1	-5	-5	DEX	17	+3	+3	CON	9	-1	-1
INT	2	-4	-4	WIS	11	+0	+0	CHA	4	-3	-3

Skills Perception +2, Stealth +5

Senses Darkvision 30 ft.

TRAITS

Keen Hearing. The Hare has advantage on all Wisdom ability checks that rely on its sense of hearing.

Standing Leap. The Hare can do a long jump of 10 ft. and a standing jump of 5 ft. without a running start.

BONUS ACTIONS

Scamper. The Hare can Dash, Disengage or Hide.

LIZARD

CR 0

Diminutive Beast (Reptilian), Neutral

AC 10 Initiative +0 (10)

HP 1 (1)

Speed 20 ft., climb 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	2	-4	-4	DEX	11	+0	+0	CON	10	+0	+0												
INT	1	-5	-5	WIS	8	-1	-1	CHA	3	-4	-4												

Skills Stealth +2

TRAITS

Cold-Blooded. If the Lizard takes cold damage its speed is halved and it cannot take reactions until the end of its next turn.

Natural Camouflage. The Lizard has advantage on Stealth checks to Hide in natural environments.

Sticky Grip. The Lizard can climb up sheer surfaces and upside down without making an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: (1) piercing damage.

REACTIONS

Shed Tail (1/day). When the Lizard is Grappled or takes damage it can shed its tail to automatically escape from the Grapple or reduce the triggering damage to 0.

MONKEY

CR 0

Tiny Beast (Brute), Neutral

AC 12 Initiative +2 (12)

HP 2 (1d4)

Speed 25 ft., climb 30 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	8	-1	-1	DEX	15	+2	+2	CON	10	+0	+0						
INT	4	-3	-3	WIS	12	+1	+1	CHA	6	-2	-2						

Skills Acrobatics +6, Sleight of Hand +4

TRAITS

Nimble. The Monkey adds double its Proficiency Bonus to any Acrobatics checks it makes (included above).

Opposable Thumbs. The Monkey can manipulate tools and objects as well as a Commoner, though it cannot wield weapons, shields, or complex artisan's tools.

Prehensile Tail. The Monkey can use its tail to hold Tiny objects and grab surfaces to aid in climbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1) piercing damage.



OCTOPUS

CR 0

Small Beast (Aquatic), Neutral

AC 12

Initiative +2 (12)

HP 3 (1d6)

Speed 5 ft., swim 30 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	4	-4	-4	DEX	15	+2	+2	CON	11	+0	+0
INT	6	-2	-2	WIS	10	+0	+0	CHA	4	-3	-3

Skills Sleight of Hand +4, Stealth +4

Senses Darkvision 60 ft.

TRAITS

Aquatic. The Octopus can only breathe underwater.

Hold Breath. The Octopus can hold its breath for up to 30 minutes while it is out of the water.

Oozing Form. The Octopus can move through gaps as narrow as 1-inch wide without having to squeeze.

Underwater Camouflage. The Octopus has advantage on Stealth checks made to Hide while it is underwater.

ACTIONS

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1) bludgeoning damage. If the target is equal to its size or smaller it is Grappled (escape DC 12) and the Octopus can only attack it with this Tentacle.

REACTIONS

Ink Cloud (1/short or long rest). When the Octopus is targeted by an attack it can see while it is underwater, it can fill its space with ink, then move up to its speed without provoking opportunity attacks. The ink heavily obscures its space for 1 minute or until it is dispersed.

OWL

CR 0

Tiny Beast (Avian), Neutral

AC 11

Initiative +1 (11)

HP 1 (1d4 -1)

Speed 5 ft., fly 60 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	3	-4	-4	DEX	13	+1	+1	CON	8	-1	-1
INT	2	-4	-4	WIS	12	+1	+1	CHA	7	-2	-2

Skills Perception +5, Stealth +3

Senses Darkvision 120 ft.

TRAITS

Hunter's Senses. The Owl adds double its Proficiency Bonus to its Perception checks (included above).

Nocturnal Hunter. While in dim light or darkness, the Owl has advantage on Stealth checks and it does not provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1) slashing damage.



RAVEN

CR 0

Tiny Beast (Avian), Neutral

AC 12 **Initiative** +2 (12)
HP 1 (1d4 -1)
Speed 10 ft., fly 50 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	2	-4	-4	DEX	14	+2	+2	CON	8	-1	-1																		
INT	6	-2	-2	WIS	12	+1	+1	CHA	4	-3	-3																		

Skills Perception +3

TRAITS

Mimicry. The Raven can perfectly mimic simple sounds it has heard, like a person's voice or an animal chittering. A successful DC 10 Insight check reveals this mimicry.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1) slashing damage.

RODENT

CR 0

Diminutive Beast (Vermin), Neutral

AC 10 **Initiative** +2 (12)
HP 1 (1)
Speed 20 ft., climb 20 ft., swim 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	2	-4	-4	DEX	11	+0	+0	CON	9	-1	-1												
INT	2	-4	-4	WIS	10	+0	+0	CHA	4	-3	-3												

Skills Sleight of Hand +2, Stealth +2

Senses Darkvision 30 ft.

TRAITS

Keen Smell. The Rodent has advantage on all Wisdom ability checks that rely on its sense of smell.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: (1) piercing damage.

BONUS ACTIONS

Scamper. The Rodent can Dash, Disengage, or Hide.

SCORPION

CR 0

Diminutive Beast (Vermin), Neutral

AC 11 (natural armor) **Initiative** +0 (10)
HP 1 (1)
Speed 10 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR		2	-4	DEX		11	+0	CON		8	-1	INT		1	-5	WIS		8	-1	CHA		1	-5

Senses Blindsight 10 ft.

TRAITS

Pincer. If the Scorpion hits a target with its Claw attack it can automatically Grapple the target (escape DC 6). If the target is larger than the Scorpion, its speed isn't reduced to 0, but the Scorpion automatically moves with it.

ACTIONS

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: (1) bludgeoning damage.

Stinger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: (1) piercing damage. On hit, the target must make a Constitution saving throw (DC 9) or it takes 1d6 poison damage and is Poisoned until its next turn ends.



RESKINNING BEAST STATBLOCKS

Many of the stat blocks in this Compendium can be used to represent multiple Beasts.

For example, the **Raven** stat block can be used for songbirds, parrots, or other birds.

Similarly, the **Rodent** stat block can be used to represent the multitude of small furry mammals: mice, rats, squirrels, hedgehogs, ferrets, etc.



SPIDER

CR 0

Diminutive Beast (Vermin), Neutral

AC 12

Initiative +2 (12)

HP 1 (1)

Speed 20 ft., climb 20 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	1	-5	-5	DEX	14	+2	+2	CON	8	-1	-1						
INT	1	-5	-5	WIS	10	+0	+0	CHA	2	-4	-4						

Skills Stealth +4

Senses Darkvision 30 ft.

TRAITS

Arachnid. The Spider can climb sheer surfaces, upside down, and along webs without an ability check. It also ignores movement restrictions caused by webs and it can sense other creatures touching the same web as it.

Venomous (Recharge 5-6). If the Spider hits a creature with its Bite attack it can force it to make a Constitution saving throw (DC 9). On a failure it is Poisoned.

A Poisoned creature repeats this saving throw at the end of each of its turns. On a success, the effect ends, but on a failure, it takes 1d4 poison damage. A creature reduced to 0 hit points by this venom is stable, but it is Paralyzed until it regains hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1) piercing damage.

Web Strand. The Spider shoots a thin strand of webbing at a target it can see within 10 ft., forming a continuous line of webbing from where it is standing to the target.

TORTOISE

CR 0

Tiny Beast (Reptilian), Neutral

AC 16 (natural armor)

Initiative -3 (7)

HP 4 (1d4 +2)

Speed 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	11	+0	+0	DEX	4	-3	-3	CON	14	+2	+2																		
INT	4	-3	-3	WIS	8	-1	-1	CHA	3	-4	-4																		

TRAITS

Sturdy. The Tortoise has advantage on saving throws to resist being moved against its will.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: (1) slashing damage.

Withdraw. The Tortoise recedes into its shell gaining a +2 bonus to its Armor Class but its speed becomes 0. As an action, it can emerge and return to normal.

VULTURE

CR 0

Small Beast (Avian), Neutral

AC 10

Initiative +0 (10)

HP 4 (1d6 +1)

Speed 5 ft., fly 60 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	7	-2	-2	DEX	10	+0	+0	CON	13	+1	+1
INT	2	-4	-4	WIS	12	+1	+1	CHA	4	-3	-3

Skills Perception +3

TRAITS

Carion Sense. The Vulture has advantage on Perception checks to smell creatures within 120 ft. that are below their hit point maximum. It automatically succeeds on Perception checks to smell dead creatures within 1 mile.

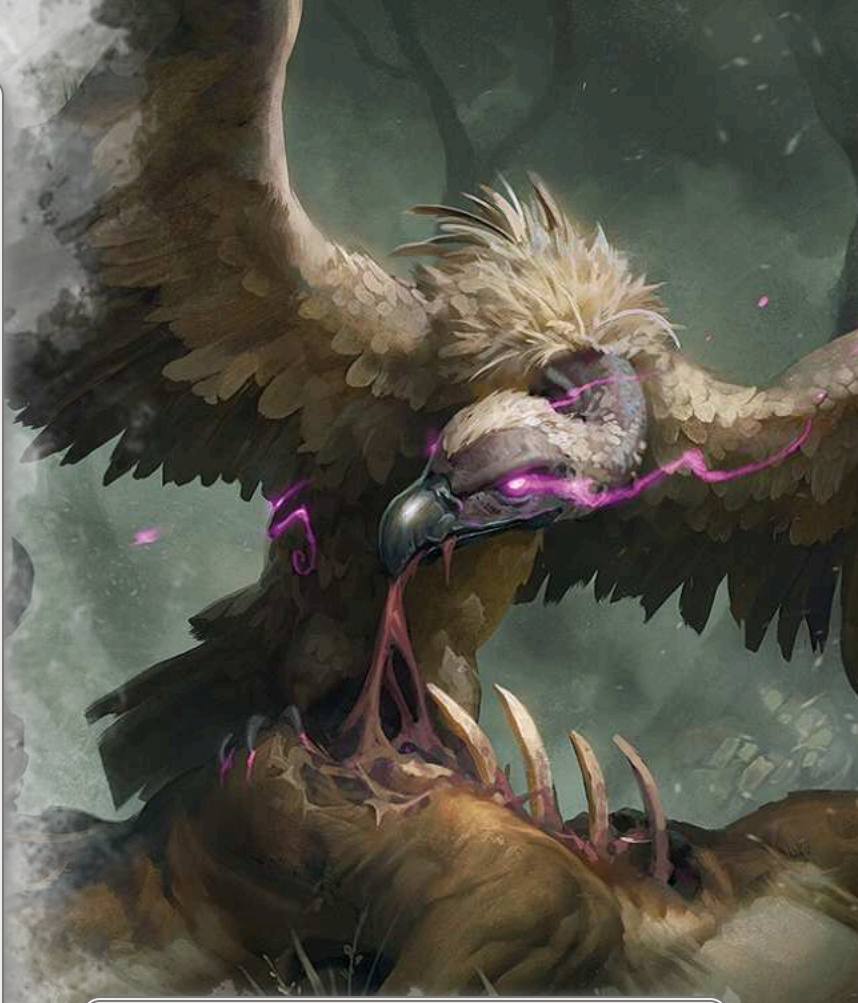
Keen Sight & Smell. The Vulture has advantage on all Wisdom ability checks that rely on its sight or smell.

ACTIONS

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: (1d4) piercing damage.

REACTIONS

Opportunist. When a creature within 30 feet that the Vulture can see is hit by an attack, the Vulture can move up to half its speed and make a Beak attack against it.



CHALLENGE RATING: 1/8

Beasts of Challenge Rating 1/8 include common Beasts that are hardy, trainable by humanoid, or potentially dangerous should they catch a group of adventurers unaware.

ALLIGATOR TURTLE

CR 1/8

Small Beast (Reptilian), Neutral

AC 15 (natural armor) **Initiative** +1 (11)
HP 13 (3d6 +3)
Speed 20 ft., swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	15	+2 +2	DEX	12	+1 +1	CON	13	+1 +1
INT	2	-4 -4	WIS	10	+0 +0	CHA	3	-4 -4

Skills Stealth +3

TRAITS

Hold Breath. The Alligator Turtle can hold its breath for up to 1 hour.

Natural Camouflage. The Alligator Turtle has advantage on Stealth checks to Hide in water, mud, and swamps.

Strong Jaws. If the Alligator Turtle hits a creature equal to its size (or smaller) with a Bite attack, it can Grapple the creature in its jaws (escape DC 12). When Grappling a creature it cannot use its Bite attack on other targets.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d4 +2) slashing damage. If it is Grappled by the Alligator Turtle, it takes a bonus 1d4 damage.



BEEBLE, GIANT

CR 1/8

Small Beast (Vermin), Neutral

AC 13 (natural armor) **Initiative** +0 (10)
HP 13 (3d6 +3)
Speed 30 ft., climb 30 ft., fly 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	13	+1 +1	DEX	11	+0 +0	CON	12	+1 +1
INT	1	-5 -5	WIS	6	-2 -2	CHA	2	-4 -4

TRAITS

Limited Flight. If the Beetle ends its turn while flying it falls to the ground, but it takes no falling damage.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1d4 +1) piercing damage.

REACTIONS

Reflective Carapace. If a creature makes a melee attack against the Beetle, the Beetle can unfurl its reflective wings to impose disadvantage on the triggering attack.

CAMEL

CR 1/8

Large Beast (Brute), Neutral

AC 9 **Initiative** -1 (9)
HP 15 (2d10 +4)
Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	15	+2 +2	DEX	8	-1 -1	CON	14	+2 +4
INT	2	-4 -4	WIS	8	-1 -1	CHA	5	-3 -3

Resistances Fire

Immunities Exhaustion (first 5 levels only)

TRAITS

Desert Dweller. The Camel has advantage on all saving throws to resist hostile effects of desert environments. It can also survive up to 15 days without food or water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d4 +2) bludgeoning damage.

Spit. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. Hit: The creature has disadvantage on attack rolls against all targets other than the Camel until the beginning of the Camel's next turn.



CRAB, GIANT

CR 1/8

Medium Beast (Aquatic), Neutral

AC 15 (natural armor) Initiative +2 (12)
HP 13 (3d8)
Speed 25 ft., swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	13	+1 +1	DEX	15	+2 +2	CON	11	+0 +0
INT	1	-5 -5	WIS	9	-1 -1	CHA	3	-4 -4

Skills Stealth +4
Senses Blindsight 30 ft.

TRAITS

Amphibious. The Crab can breathe both air and water.

Bottom Feeder. Underwater, the Crab has advantage on Perception checks to smell creatures within 120 feet of it that are below their hit point maximum. The Crab also automatically succeeds on Perception checks to smell dead creatures within 1 mile it is while underwater.

Natural Camouflage. The Crab has advantage on Stealth checks to Hide while underwater or when it is covered with sand, mud, or dirt.

Pincer. When the Crab hits a creature equal to its size (or smaller) with its Claw attack it can automatically Grapple the target (escape DC 11).

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1d6 +1) bludgeoning damage.

DOLPHIN

CR 1/8

Medium Beast (Aquatic), Neutral

AC 12 (natural armor) Initiative +1 (11)
HP 11 (2d8 +2)
Speed 0 ft., swim 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2 +2	DEX	13	+1 +1	CON	13	+1 +1
INT	7	-2 -2	WIS	12	+1 +1	CHA	7	-2 -2

Skills Acrobatics +3
Senses Blindsight 60 ft.

TRAITS

Charge. If the Dolphin moves 20 ft. in a line then hits a creature equal to its size (or smaller) with its Slam, it is Stunned until the start of the Dolphin's next turn.

Echolocation. When the Dolphin makes a Perception check using its hearing, it treats a roll of 9 or lower on the d20 as a 10. The Dolphin loses this benefit and its Blindsight if it is Deafened.

Hold Breath. The Dolphin can hold its breath for up to 30 minutes while it is underwater.

Pack Tactics. The Dolphin has advantage on attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Dolphin.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6 +2) bludgeoning damage.

HAWK

CR 1/8

Tiny Beast (Avian), Neutral

AC 12 Initiative +2 (12)
HP 7 (3d4)
Speed 10 ft., fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	5	-3 -3	DEX	15	+2 +2	CON	8	-1 -1
INT	3	-4 -4	WIS	14	+2 +2	CHA	5	-3 -3

Skills Acrobatics +4, Perception +6

TRAITS

Hunter's Senses. The Hawk adds double its Proficiency Bonus to its Perception checks (included above).

Pack Tactics. The Hawk has advantage on attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Hawk.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d4 +2) slashing damage.



HERON

CR 1/8

Small Beast (Avian), Neutral

AC 12 Initiative +2 (12)
HP 7 (2d6)
Speed 10 ft., fly 40 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	4	-3	-3	DEX	15	+2	+2	CON	8	-1	-1
INT	5	-3	-3	WIS	14	+2	+2	CHA	6	-2	-2

Skills Perception +6, Stealth +4

TRAITS

Ambush Hunter. The Heron has advantage on Stealth checks to Hide in marshes and swamps, and creatures have disadvantage on any ability check made to detect the Heron while it is standing still.

Ambush Strike. If the Heron hits a creature with its Beak attack while it is unaware of the Heron, the attack deals a bonus 2d4 damage on hit.

Hunter's Senses. The Heron adds double its Proficiency Bonus to its Perception checks (included above).

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 +2) piercing damage.

HUNTING DOG

CR 1/8

Medium Beast (Carnivore), Neutral

AC 12 Initiative +2 (12)
HP 11 (2d8 +2)
Speed 40 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	13	+1	+1	DEX	14	+2	+2	CON	12	+1	+1
INT	5	-3	-3	WIS	12	+1	+1	CHA	7	-2	-2

Skills Perception +3

TRAITS

Keen Hearing & Smell. The Hunting Dog has advantage on Wisdom ability checks that rely on hearing or smell.

Loyal. The Hunting Dog has advantage on saving throws to resist the Charmed and Frightened conditions while there is a conscious allied creature within 30 feet of it.

Strong Jaws. If the Hunting Dog hits a creature equal to its size (or smaller) with a Bite attack, it can Grapple the creature in its jaws (escape DC 11). When Grappling a creature it cannot use its Bite attack on other targets.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 +1) piercing damage.

LLAMA

CR 1/8

Medium Beast (Brute), Neutral

AC 10 Initiative +0 (10)
HP 13 (2d8 +4)
Speed 40 ft., climb 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	13	+1	+1	DEX	10	+0	+0	CON	15	+2	+2												
INT	2	-4	-4	WIS	12	+1	+1	CHA	7	-2	-2												

Skills Athletics +3

TRAITS

Beast of Burden. The Llama counts as one size larger for the purposes of determining its carrying capacity.

Sure-Footed. The Llama has advantage on saving throws to resist being knocked prone or moved against its will.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d4 +1) bludgeoning damage.

Spit. Ranged Weapon Attack: +2 to hit, range 15/30 ft., one target. Hit: The creature has disadvantage on attack rolls against all targets other than the Llama until the beginning of the Llama's next turn.

Legends tell of a powerful fey creature spoken of in whispers as the **Laser Llama**. The legends say this mythical llama can fly and conjure blasts of pure radiance to smite its foes...

MULE

CR 1/8

Medium Beast (Brute), Neutral

AC 10 Initiative +0 (10)
HP 13 (2d8 +4)
Speed 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	15	+2	+4	DEX	10	+0	+0	CON	15	+2	+2												
INT	2	-4	-4	WIS	12	+1	+1	CHA	7	-2	-2												

Skills Athletics +3

TRAITS

Beast of Burden. The Mule counts as one size larger for the purposes of determining its carrying capacity.

Sure-Footed. The Mule has advantage on saving throws to resist being knocked prone or moved against its will.

ACTIONS

Hooves. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d4 +1) bludgeoning damage.

REACTIONS

Kick. When a creature the Mule can see enters its reach, the Mule can make one Hooves attack against it.



RODENT, GIANT

CR 1/8

Small Beast (Vermin), Neutral

AC 12 Initiative +2 (12)

HP 7 (2d6)

Speed 30 ft., climb 30 ft., swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	7	-2 -2	DEX	15	+2 +4	CON	11	+0 +0
INT	2	-4 -4	WIS	10	+0 +0	CHA	4	-3 -3

Skills Sleight of Hand +4, Stealth +4

Senses Darkvision 60 ft.

TRAITS

Keen Smell. The Rodent has advantage on all Wisdom ability checks that rely on its sense of smell.

Pack Tactics. The Rodent has advantage on attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Rodent.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d4 +2) piercing damage.

BONUS ACTIONS

Scamper. The Rodent can Dash, Disengage, or Hide.

WILD DOG

CR 1/8

Medium Beast (Carnivore), Neutral

AC 11 Initiative +1 (11)

HP 11 (2d8 +2)

Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	11	+0 +0	DEX	13	+1 +1	CON	12	+1 +1
INT	3	-4 -4	WIS	12	+1 +1	CHA	6	-2 -2

Skills Perception +3

TRAITS

Keen Hearing & Smell. The Wild Dog has advantage on Wisdom ability checks that rely on hearing or smell.

Pack Tactics. The Wild Dog has advantage on attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Wild Dog.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: (1d6) piercing damage.

REACTIONS

Opportunist. When a creature that the Wild Dog can see within 30 feet is hit by an attack, the Wild Dog moves up to half its speed and make a Bite attack against it.

VIPER

CR 1/8

Tiny Beast (Reptilian), Neutral

AC 12 Initiative +2 (12)

HP 7 (3d4)

Speed 30 ft., swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	2	-4 -4	DEX	15	+2 +2	CON	11	+0 +0
INT	1	-5 -5	WIS	10	+0 +0	CHA	3	-2 -2

Skills Stealth +4

TRAITS

Cold-Blooded. When the Viper takes cold damage its speed is halved and it cannot take reactions until the end of its next turn.

Thermal Vision. The Viper knows the exact location of any warm-blooded creatures within 30 feet of it.

Venomous (Recharge 5-6). If the Viper hits a creature with a Strike attack it can force it to make a Constitution saving throw (DC 10). On a failure, the creature takes 2d4 poison damage and is Poisoned.

A Poisoned creature repeats this saving throw at the end of each of its turns. On a success, the effect ends, but on a failure, it takes an additional 1d4 poison damage.

ACTIONS

Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d4 +2) piercing damage.



CHALLENGE RATING: ¼

Beasts of Challenge Rating ¼ include large and potentially dangerous herbivores, along with small predators which are deadly to common folk, and pose a risk to adventurers.

BADGER, GIANT

CR ¼

Medium Beast (Vermin), Neutral

AC 10

Initiative +0 (10)

HP 13 (2d8 +4)

Speed 30 ft., burrow 10 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	13	+1	+1	DEX	10	+0	+0	CON	15	+2	+2
INT	2	-4	-4	WIS	12	+1	+1	CHA	5	-3	-3

Immunities Frightened, Poisoned

Senses Darkvision 60 ft.

TRAITS

Keen Smell. The Badger has advantage on all Wisdom ability checks that incorporate its sense of smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1d6 +1) piercing damage.

BONUS ACTIONS

Aggressive. The Badger takes the Dash action, but must end its movement closer to a hostile creature.

BOA CONSTRICTOR

CR ¼

Large Beast (Reptilian), Neutral

AC 12

Initiative +2 (12)

HP 13 (2d10 +2)

Speed 30 ft., climb 20 ft., swim 30 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	15	+2	+2	DEX	14	+2	+2	CON	12	+1	+1
INT	1	-5	-5	WIS	10	+0	+0	CHA	3	-4	-4

TRAITS

Cold-Blooded. If the Boa Constrictor takes cold damage its speed is halved and it cannot take reactions until the end of its next turn.

Serpentine. The Boa Constrictor counts as two sizes smaller for the purposes of moving through passages.

Thermal Vision. The Boa Constrictor knows the exact location of any warm-blooded creature within 30 feet.

ACTIONS

Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6 +2) piercing damage. This attack has advantage against Grappled creatures.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d8 +2) bludgeoning damage and the target is Grappled (escape DC 12). While Grappled, the target is Restrained and it can't Grapple another target.

Crush. The Boa Constrictor forces one creature that it is Grappling to make a Strength saving throw (DC 12). On a failure, the creature suffers one level of Exhaustion.



BOAR

CR ¼

Medium Beast (Brute), Neutral

AC 11 (natural armor) Initiative +0 (10)
HP 16 (3d8 +3)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	11	+0	+0	CON	12	+1	+1
INT	2	-4	-4	WIS	9	-1	-1	CHA	5	-3	-3

TRAITS

Thick Hide. Whenever the Boar takes damage it reduces it by its Constitution modifier (1). Force, psychic, and radiant damage ignore this feature.

Trampling Charge. When the Boar moves at least 20 ft. in a line and hits a creature equal to its size (or smaller) with its Tusk attack, it is knocked Prone. The Boar can then use its bonus action to use its Stomp against it.

Relentless (1/day). When the Boar would be reduced to 0 points, but not killed outright, it falls to 1 hit point.

ACTIONS

Stomp. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 +1) bludgeoning damage.

Tusk. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 +1) bludgeoning damage.

CHICKEN, GIANT

CR ¼

Medium Beast (Avian), Neutral

AC 11 Initiative +1 (11)
HP 13 (3d8)
Speed 30 ft., fly 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	13	+1	+1	CON	10	+0	+0
INT	2	-4	-4	WIS	10	+0	+0	CHA	4	-3	-3

Senses Intimidation +4, Perception +2

TRAITS

Imposing Presence. The Chicken uses Strength, in place of Charisma, for Intimidation checks (included above).

Limited Flight. If the Chicken ends its turn while flying it falls. Whenever it falls at least 10 feet it can glide 2 feet horizontally for every 1 foot it falls. When using this trait, a Large or smaller creature can hold on to the Chicken's feet to glide along with it.

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d6 +2) piercing damage. This attack deals a bonus (2d6) damage against Prone targets.

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 +2) slashing damage, and its speed is reduced by 10 feet until the end of its next turn.

CENTIPEDE, GIANT

CR ¼

Small Beast (Vermin), Neutral

AC 13 (natural armor) Initiative +2 (12)
HP 13 (3d6 +3)
Speed 30 ft., climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	5	-3	-3	DEX	14	+2	+2	CON	12	+1	+1
INT	1	-5	-5	WIS	7	-2	-2	CHA	3	-4	-4

Senses Blindsight 30 ft.

TRAITS

Venomous (Recharge 5-6). If the Centipede hits a target with its Bite attack it can force it to make a Constitution saving throw (DC 11). On a failure, it takes 3d6 poison damage and is Poisoned. On a success, it takes half as much poison damage and is not Poisoned.

A Poisoned creature repeats this saving throw at the end of each of its turns. On a success, the effect ends, but on a failure, it takes 1d6 poison damage. A creature reduced to 0 hit points by this venom is stable, but it is Paralyzed until it regains hit points.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 +2) piercing damage.

ELECTRIC EEL

CR ¼

Medium Beast (Aquatic), Neutral

AC 12 Initiative +2 (12)
HP 16 (3d8 +3)
Speed 0 ft., swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	DEX	14	+2	+2	CON	12	+1	+1
INT	1	-5	-5	WIS	10	+0	+0	CHA	3	-4	-4

Resistances Lighting

TRAITS

Aquatic. The Electric Eel can only breath underwater.

Electrosense. While underwater, the Electric Eel knows the exact location of any living creature within 30 feet.

Slippery. Opportunity attacks are made at disadvantage against the Electric Eel while it is underwater.

ACTIONS

Shocking Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 +2) piercing damage plus (1d4) lighting damage, and the creature cannot take reactions until the start of the Electric Eels next turn.



FALCON

CR ¼

Tiny Beast (Avian), Neutral

AC 13

Initiative +5 (15)

HP 10 (4d4)

Speed 10 ft., fly 60 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	4	-3	-3	DEX	16	+3	+3	CON	7	-2	-2
INT	5	-3	-3	WIS	14	+2	+2	CHA	6	-2	-2

Skills Acrobatics +5, Perception +6

TRAITS

Aerodynamic. If the Falcon takes the Dash action while it is flying, its speed triples, and opportunity attacks against it are made with disadvantage until the end of its turn.

Dive. If the Falcon moves 40 ft. straight down in a line then hits a target with a Talons attack, it deals a bonus 1d6 damage on hit. If the target is equal to the Falcon's size (or smaller) it is knocked Prone.

Hunter's Senses. The Falcon adds double its Proficiency Bonus to its Perception checks (included above).

ACTIONS

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d6 +3) slashing damage.



FROG, GIANT

CR ¼

Medium Beast (Reptilian), Neutral

AC 11

Initiative +1 (11)

HP 18 (4d8)

Speed 30 ft., climb 30 ft., swim 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	12	+1	+1	DEX	13	+1	+1	CON	11	+0	+0	INT	2	-4	-4	WIS	10	+0	+0	CHA	3	-4	-4

Skills Stealth +3

TRAITS

Amphibious. The Frog can breathe both air and water.

Mighty Leap. Once per turn, the Frog can expend 5 feet of its movement long jump up to 20 feet, or high jump up to 10 feet, even if this exceeds its remaining speed.

Swallow. If the Frog hits a creature it is Grappling with a Bite attack, it can swallow it. While swallowed, a creature is Blinded and Restrained, it has total cover from attacks and effects outside of the Frog, and it takes (2d4) acid damage at the start of each of the Frog's turns.

At the start of each of its turns, the Frog must succeed on a Constitution saving throw (DC is the total damage it has taken since the end of its last turn) or a swallowed creature lands Prone in an unoccupied space within 5 ft.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1d6 +1) bludgeoning damage, and a target smaller than the Frog is Grappled (escape DC 12) and Restrained, and the Frog cannot Bite another target.

FISH, GIANT

CR ¼

Large Beast (Aquatic), Neutral

AC 13 (natural armor)

Initiative +2 (12)

HP 16 (3d10)

Speed 0 ft., swim 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	14	+2	+2	DEX	15	+2	+2	CON	11	+0	+0												
INT	2	-4	-4	WIS	12	+1	+1	CHA	5	-3	-3												

Senses Darkvision 60 ft.

TRAITS

Aquatic. The Fish can only breathe underwater.

Bottom Feeder. Underwater, the Fish has advantage on Perception checks to smell creatures within 120 feet of it that are below their hit point maximum. The Fish also automatically succeeds on Perception checks to smell dead creatures within 1 mile it is while underwater.

Ram. If the Fish moves 20 ft. in a line, then hits a target with its Slam, it rolls one bonus damage die. If the target is Large (or smaller) it is knocked back 20 ft. in a line.

Shimmering Camouflage. The Fish has advantage on Stealth checks to hide while it is underwater.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6 +2) bludgeoning damage.



LIZARD, GIANT

CR ¼

Large Beast (Reptilian), Neutral

AC 12 (natural armor) Initiative +1 (11)

HP 19 (3d10 +3)

Speed 30 ft., climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	15	+2 +2	DEX	12	+1 +3	CON	13	+1 +1
INT	2	-4 -4	WIS	10	+0 +0	CHA	5	-3 -3

Senses Darkvision 30 ft.

TRAITS

Cold-Blooded. If the Lizard takes cold damage its speed is halved and it cannot take reactions until the end of its next turn.

Natural Camouflage. The Lizard has advantage on Stealth checks to Hide in natural environments.

Sticky Grip. The Lizard can climb up sheer surfaces and upside down without making an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d8 +2) piercing damage.

REACTIONS

Shed Tail (1/day). When the Lizard is Grappled or takes damage it can shed its tail to automatically escape from the Grapple or reduce the triggering damage to 0.

PANTHER

CR ¼

Medium Beast (Carnivore), Neutral

AC 12

Initiative +2 (12)

HP 13 (3d8)

Speed 40 ft., climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2 +2	DEX	15	+2 +2	CON	10	+0 +0
INT	3	-4 -4	WIS	14	+2 +2	CHA	7	-2 -2

Skills Perception +4, Stealth +4

Senses Darkvision 60 ft.

TRAITS

Keen Smell. The Panther has advantage on all Wisdom ability checks that rely on its sense of smell.

Pounce. If the Panther moves 20 ft. in a line, then hits a target equal to its size (or smaller) with its Claw attack, it is knocked Prone. If it falls Prone, the Panther can then use its bonus action to make one Bite attack against it.

Twilight Camouflage. The Panther has advantage on all Stealth checks while it is in dim light or darkness.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6 +2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d4 +2) slashing damage.

Ox (Cow)

CR ¼

Large Beast (Brute), Neutral

AC 10

Initiative +0 (10)

HP 15 (2d10 +4)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	17	+3 +3	DEX	10	+0 +0	CON	14	+2 +2
INT	2	-4 -4	WIS	10	+0 +0	CHA	4	-3 -3

TRAITS

Beast of Burden. The Ox counts as one size larger for the purposes of determining its carrying capacity.

Charge. If the Ox moves 20 ft. in a line, then hits a target with its Gore, and if the target is equal to the Ox in size (or smaller) it is knocked Prone.

ACTIONS

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d6 +3) piercing damage.



STAG

CR ¼

Large Beast (Brute), Neutral

AC 10

Initiative +2 (12)

HP 13 (2d10 +2)

Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	16	+3 +3	DEX	10	+0 +0	CON	12	+1 +1
INT	2	-4 -4	WIS	10	+0 +0	CHA	6	-3 -3

TRAITS

Cervine Leap. The Stag can long jump up to 30 ft. and high jump up to 15 ft. with only 10 ft. running start.

Trampling Charge. When the Stag moves at least 20 ft. in a line and hits a creature equal to its size (or smaller) with its Antler attack, it is knocked Prone and the Stag can use a bonus action to use its Hooves against it.

ACTIONS

Antler. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d8 +3) piercing damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (2d4 +3) bludgeoning damage.

REACTIONS

Kick. When a creature the Stag can see enters its reach, the Stag can make one Hooves attack against it.



WOLF

CR ¼

Medium Beast (Carnivore), Neutral

AC 13 (natural armor)

Initiative +2 (12)

HP 11 (2d8 +2)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	12	+1 +1	DEX	15	+2 +2	CON	12	+1 +1
INT	3	-4 -4	WIS	12	+1 +1	CHA	6	-3 -3

Skills Perception +3, Stealth +4

TRAITS

Keen Hearing & Smell. The Wolf has advantage on any Wisdom ability checks that rely on its hearing or smell.

Pack Tactics. The Wolf has advantage on attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Wolf.

Strong Jaws. If the Wolf hits a creature equal to its size (or smaller) with a Bite attack, it can Grapple the target in its jaws (escape DC 11). When Grappling a creature it cannot use its Bite attack on other targets.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d4 +2) piercing damage.

WOLF SPIDER, GIANT

CR ¼

Medium Beast (Vermin), Neutral

AC 13

Initiative +3 (13)

HP 11 (2d8 +2)

Speed 40 ft., climb 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	12	+1 +1	DEX	16	+3 +3	CON	13	+1 +1
INT	3	-4 -4	WIS	12	+1 +1	CHA	4	-3 -3

Skills Stealth +5

Senses Blindsight 10 ft., Darkvision 60 ft.

TRAITS

Arachnid. The Spider can climb sheer surfaces, upside down, and along webs without an ability check. It also ignores movement restrictions caused by webs and it can sense other creatures touching the same web as it.

Venomous (Recharge 5-6). If the Spider hits a creature with its Bite attack it can force it to make a Constitution saving throw (DC 11). On a failure, it takes 2d6 poison damage and is Poisoned. On a success, it takes half as much poison damage and is not Poisoned.

A Poisoned creature repeats this saving throw at the end of each of its turns. On a success, the effect ends, but on a failure, it takes 1d6 poison damage. A creature reduced to 0 hit points by this venom is stable, but it is Paralyzed until it regains hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1d6 +1) piercing damage.

Web Strand. The Spider shoots a thin strand of webbing at a target it can see within 20 ft., forming a continuous line of webbing from where it is standing to the target.





CHALLENGE RATING: ½

Beasts of Challenge Rating ½ include the most powerful domesticated animals and deadly hunters in their habitat.

BLACK BEAR

CR ½

Medium Beast (Carnivore), Neutral

AC 11 (natural armor) Initiative +0 (10)
HP 19 (3d8 +6)
Speed 40 ft., climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	15	+2 +2	DEX	10	+0 +0	CON	14	+2 +2
INT	2	-4 -4	WIS	12	+1 +1	CHA	7	-2 -2

TRAITS

Keen Smell. The Black Bear has advantage on Wisdom ability checks that rely on its sense of smell.

Strong Jaws. If the Black Bear hits a creature equal to its size (or smaller) with a Bite attack, it can Grapple it in its jaws (escape DC 12). When Grappling a creature, the Black Bear cannot use its Bite attack on other targets.

Thick Hide. Whenever the Black Bear takes damage it reduces it by its Constitution modifier (2). Force, psychic, and radiant damage ignore this feature.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6 +2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d4 +2) slashing damage, and a target equal to the Black Bear's size (or smaller) is knocked Prone.

CHEETAH

CR ½

Medium Beast (Carnivore), Neutral

AC 13 Initiative +5 (15)
HP 19 (4d8)
Speed 40 ft., climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	12	+1 +1	DEX	17	+3 +3	CON	8	-1 -1
INT	3	-4 -4	WIS	14	+2 +2	CHA	7	-2 -2

Skills Perception +4, Stealth +5

Senses Darkvision 30 ft.

TRAITS

Keen Smell. The Cheetah has advantage on all Wisdom ability checks that rely on its sense of smell.

Pounce. If the Cheetah moves 20 ft. in a line, then hits a target equal to its size (or smaller) with its Claw attack, it is knocked Prone. If it falls Prone, the Cheetah can then use its bonus action to make one Bite attack against it.

Spotted Camouflage. The Cheetah has advantage on all Stealth checks to Hide in grasslands.

Sprinter. When the Cheetah takes the Dash action while walking, its speed triples, and opportunity attacks against it are made with disadvantage until the end of its turn.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d6 +3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d4 +3) slashing damage.

CHIMPANZEE

CR ½

Small Beast (Brute), Neutral

AC 12 Initiative +2 (12)
HP 19 (3d8 +6)
Speed 30 ft., climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	16	+3 +3	DEX	14	+2 +2	CON	14	+2 +2
INT	6	-2 -2	WIS	12	+1 +1	CHA	7	-2 -2

Skills Acrobatics +4, Athletics +5

TRAITS

Opposable Thumbs. The Chimpanzee can manipulate tools and objects as well as a Commoner, though it can't use weapons, shields, or complex artisan's tools.

ACTIONS

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d6 +3) bludgeoning damage.

Hurl. The Chimpanzee throws a Tiny (or smaller) object it is holding. +5 to hit, range 25/50 ft., one target. Hit: (1d6 +3) bludgeoning damage.



EMU

CR ½

Large Beast (Avian), Neutral

AC 12 (natural armor)

Initiative +1 (11)

HP 19 (3d10 +3)

Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	16	+3 +3	DEX	13	+1 +1	CON	12	+1 +1
INT	2	-4 -4	WIS	11	+0 +0	CHA	5	-3 -3

Skills Perception +2

TRAITS

Pack Tactics. The Emu has advantage on attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Emu.

ACTIONS

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d6 +3) piercing damage. This attack deals a bonus (1d6) damage against Prone targets.

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d6 +3) slashing damage, and a target equal to the Emu's size (or smaller) is knocked Prone.

BONUS ACTIONS

Aggressive. The Emu takes the Dash action, but must end its movement closer to a hostile creature.

HORSE

CR ½

Large Beast (Brute), Neutral

AC 10

Initiative +0 (10)

HP 21 (3d10 +6)

Speed 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4 +4	DEX	10	+0 +0	CON	14	+2 +2
INT	2	-4 -4	WIS	12	+1 +1	CHA	7	-2 -2

TRAITS

Trampling Charge. When the Horse moves at least 20 ft. in a line and hits a creature equal to its size (or smaller) with a Hooves attack, it is knocked Prone and the Horse can use a bonus action to make another Hooves attack.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d4 +4) bludgeoning damage.

REACTIONS

Kick. When a creature the Horse can see enters its reach, the Horse can make one Hooves attack against it.

GOAT, GIANT

CR ½

Large Beast (Brute), Neutral

AC 11 (natural armor)

Initiative +0 (10)

HP 19 (3d10 +3)

Speed 40 ft., climb 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	17	+3 +5	DEX	11	+0 +0	CON	12	+1 +1
INT	3	-4 -4	WIS	12	+1 +1	CHA	6	-2 -2

Skills Athletics +5

TRAITS

Ram. When the Goat moves at least 20 ft. in a straight line, then hits a creature with a Headbutt attack, it rolls one bonus damage die, and if the target is equal to the Goats size or smaller it is knocked back 25 ft. in a line.

Sure-Footed. The Goat has advantage on saving throws to resist being knocked Prone or moved against its will.

ACTIONS

Headbutt. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (2d4 +3) bludgeoning damage.



KOMODO DRAGON

CR ½

Large Beast (Reptilian), Neutral

AC 11

Initiative +1 (11)

HP 19 (3d10 +3)

Speed 30 ft., climb 30 ft., swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	15	+2 +2	DEX	12	+1 +1	CON	13	+1 +1
INT	3	-4 -4	WIS	10	+0 +0	CHA	6	-2 -2

Resistances Poison

Skills Perception +2

TRAITS

Cold-Blooded. If the Komodo Dragon takes cold damage its speed is halved and it cannot take reactions until the end of its next turn.

Strong Jaws. If the Komodo Dragon hits a target equal to its size (or smaller) with a Bite attack, it can Grapple the target in its jaws (escape DC 12). When Grappling a creature it cannot use its Bite attack on other targets.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6 +2) piercing + (1d6) poison damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: (1d8 +2) bludgeoning damage, and a target equal to the Komodo's size (or smaller) falls Prone.



REEF SHARK

CR ½

Medium Beast (Aquatic), Neutral

AC 12 (natural armor)

Initiative +1 (11)

HP 22 (4d8 +4)

Speed 0 ft., swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2 +2	DEX	13	+1 +1	CON	13	+1 +1
INT	1	-5 -5	WIS	10	+0 +0	CHA	4	-3 -3

Senses Blindsight 30 ft.

TRAITS

Aquatic. The Reef Shark can only breathe underwater.

Blood Sense. The Reef Shark knows the direction of any creature with less than its maximum hit points within 1 mile, so long as they are in the same body of water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6 +2) piercing damage.

REACTIONS

Opportunist. When a creature the Reef Shark can sense within 30 feet is hit by an attack, the Reef Shark moves up to half its speed and makes one Bite attack against it.

SOLDIER ANT, GIANT

CR ½

Medium Beast (Vermin), Neutral

AC 14 (natural armor)

Initiative +1 (11)

HP 19 (3d8 +6)

Speed 30 ft., climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	15	+2 +2	DEX	12	+1 +1	CON	15	+2 +2
INT	1	-5 -5	WIS	4	-3 -3	CHA	1	-5 -5

Senses Blindsight 30 ft.

TRAITS

Hive Mind. For each additional **Soldier Ant** or **Ant Queen** within 30 ft., the Soldier Ant gains a +1 bonus to attack rolls, ability checks, and saving throws (maximum +10).

Strong Jaws. When the Soldier Ant hits a creature equal to its size (or smaller) with a Bite attack, it can Grapple the target in its jaws (escape DC 12). When Grappling a creature it cannot use its Bite attack on other targets.

Worker. The Soldier Ant counts as two sizes larger for the purpose of its carrying capacity and the amount of weight it can push, pull, drag, or lift at once. Its speed is also not halved while it is Grappling a creature.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6 +2) piercing damage.



TORTOISE, GIANT

CR ½

Large Beast (Reptilian), Neutral

AC 17 (natural armor)

Initiative -3 (7)

HP 25 (3d10 +9)

Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	4	-3	-3	CON	16	+3	+3
INT	6	-2	-2	WIS	12	+1	+1	CHA	5	-3	-3

TRAITS

Thick Hide. Whenever the Tortoise takes damage it can reduce it by its Constitution modifier (3). Force, psychic, and radiant damage ignore this feature.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6 +2) slashing damage.

Withdraw. The Tortoise recedes into its shell gaining a +2 bonus to Armor Class and resistance to all damage except for force, psychic, and radiant damage. However, its speed is reduced to 0 and it can't use its Bite attack. As an action, it can emerge and return to normal.

WALRUS

CR ½

Large Beast (Aquatic), Neutral

AC 10

Initiative -1 (9)

HP 22 (3d10 +6)

Speed 20 ft., swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	9	-1	-1	CON	14	+2	+2
INT	3	-4	-4	WIS	11	+0	+0	CHA	4	-3	-3

Resistances cold

TRAITS

Hold Breath. The Walrus can hold its breath for up to 30 minutes while it is underwater.

Thick Hide. Whenever the Walrus takes damage it can reduce it by its Constitution modifier (2). Force, psychic, and radiant damage ignore this feature.

ACTIONS

Tusk. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d4 +2) piercing damage, and if the target is smaller than the Walrus, its speed is halved until the end of its next turn.

WASP, GIANT

CR ½

Medium Beast (Vermin), Neutral

AC 12

Initiative +2 (12)

HP 13 (3d8)

Speed 10 ft., fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	14	+2	+2	CON	10	+0	+0
INT	1	-5	-5	WIS	10	+0	+0	CHA	3	-4	-4

Skills Acrobatics +4

TRAITS

Agile Flight. The Wasp has advantage on Dexterity ability checks and saving throws while using its flying speed.

Venomous (Recharge 5-6). If the Wasp hits a creature with a Sting attack it can force it to make a Constitution saving throw (DC 10). On a failure, it takes 3d6 poison damage and is Poisoned. On a success, it takes half as much poison damage and is not Poisoned.

A Poisoned creature repeats this saving throw at the end of each of its turns. On a success, the effect ends, but on a failure, it takes 1d6 poison damage. A creature reduced to 0 hit points by this venom is stable, but it is Paralyzed until it regains hit points.

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6 +2) piercing damage.





CHALLENGE RATING: 1

Beasts of Challenge Rating 1 are apex predators or massive herd animals. Beasts of this CR make formidable enemies by themselves for a group of inexperienced adventurers.

AUROCHS

CR 1

Large Beast (Brute), Neutral

AC 11 (natural armor) **Initiative** +0 (10)
HP 38 (4d10 +16)
Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	19	+4 +6	DEX	10	+0 +0	CON	19	+4 +6
INT	2	-4 -4	WIS	9	-1 -1	CHA	5	-3 -3

TRAITS

Beast of Burden. The Aurochs counts as one size larger for the purposes of determining its carrying capacity.

Trampling Charge. If the Aurochs moves at least 20 ft. in a line and hits a creature equal to its size (or smaller) with a Gore attack, it is knocked Prone and the Aurochs can use a bonus action to make a Stomp attack at it.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d6 +4) piercing damage.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d4 +4) bludgeoning damage.

BAT, GIANT

CR 1

Large Beast (Vermin), Neutral

AC 13 **Initiative** +3 (13)
HP 33 (6d10)
Speed 10 ft., fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	15	+2 +2	DEX	16	+3 +5	CON	11	+0 +0
INT	2	-4 -4	WIS	12	+1 +1	CHA	6	-2 -2

Senses Blindsight 90 ft.

TRAITS

Echolocation. When the Bat makes a Perception check with its hearing it treats a d20 roll of 9 or lower as a 10. It loses this benefit and its Blindsight if it is Deafened.

Hunter's Grasp. When the Bat hits a target at least one size smaller than it with its Claw attack, it can choose to automatically Grapple the target (escape DC 13).

Nocturnal Hunter. When in dim light or darkness, the Bat has advantage on Stealth checks and it does not provoke opportunity attacks when flying out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d6 +3) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d6 +4) bludgeoning damage.



CROCODILE

CR 1

Large Beast (Reptilian), Neutral

AC 12 (natural armor)

HP 32 (5d10+5)

Speed 30 ft., swim 40 ft.

Initiative +0 (10)

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	16	+3	+3	DEX	10	+0	+0	CON	13	+1	+3																		
INT	2	-4	-4	WIS	10	+0	+0	CHA	5	-3	-3																		

Skills Stealth +2

TRAITS

Crushing Strength. If the Crocodile damages a creature that is holding its breath underwater, the air is knocked from its lungs and it begins to suffocate. A suffocating creature must succeed on a Constitution saving throw (DC 12) at the start of each of its turns or it suffers one level of Exhaustion. This Exhaustion lasts until the creature can breathe again.

Hold Breath. The Crocodile can hold its breath for up to 30 minutes while it is underwater.

Natural Camouflage. The Crocodile has advantage on Stealth checks while it is in swampland, marshes, or underwater.

Strong Jaws. If the Crocodile hits a creature equal to its size (or smaller) with a Bite attack, it can Grapple the creature in its jaws (escape DC 13). When Grappling another creature the Crocodile cannot use its Bite attack on other targets.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d10+3) piercing damage.

Death Roll. The Crocodile forces one creature it is Grappling to make a Strength saving throw (DC 12). It takes (2d10+3) slashing damage on a failure, and half that on a success.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: (1d8+3) bludgeoning damage.

DIRE WOLF

CR 1

Large Beast (Carnivore), Neutral

AC 14 (natural armor)

HP 37 (5d10+10)

Speed 50 ft.

Initiative +2 (12)

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	17	+3	+3	DEX	15	+2	+2	CON	15	+2	+2						
INT	3	-4	-4	WIS	12	+1	+1	CHA	7	-2	-2						

Skills Perception +3, Stealth +2

TRAITS

Keen Hearing & Smell. The Dire Wolf has advantage on Wisdom ability checks that rely on its hearing or smell.

Pack Tactics. The Dire Wolf has advantage on attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Dire Wolf.

Strong Jaws. When the Dire Wolf hits a creature equal to its size (or smaller) with a Bite attack, it can Grapple the target in its jaws (escape DC 13). While it is Grappling a creature, it cannot use its Bite attack on other targets.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (2d6+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d10+3) slashing damage. If it is equal to the Dire Wolf's size (or smaller) is knocked Prone.

BONUS ACTIONS

Call of the Hunt. If the Dire Wolf scores a critical hit or reduces a hostile creature to 0 hit points, it can let forth a howl audible out to 300 ft. Creatures of its choice that hear the howl have advantage on their next attack roll.



EAGLE

CR 1

Medium Beast (Avian), Neutral

AC 14

Initiative +4 (14)

HP 27 (5d8 +5)

Speed 10 ft., fly 60 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR		8	-1	DEX		18	+4	CON		12	+1	INT		2	-4	WIS		14	+2	CHA		7	-2
			-1				+6				+1				-4				+2				-2

Skills Acrobatics +6, Perception +6

TRAITS

Airborne Evasion. When the Eagle is forced to make a Dexterity saving throw to avoid damage while flying, it takes no damage on a success, and half on a failure.

Hunter's Senses. The Eagle adds double its Proficiency Bonus to its Perception checks (included above).

Swift Wing. Opportunity attacks against the Eagle have disadvantage while it is using its flying speed.

ACTIONS

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (1d6 +4) piercing damage, and the creature must make a Dexterity saving throw (DC 14) or become Blinded until the start of the Eagle's next turn.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (1d6 +4) slashing damage, and the target has disadvantage on attack rolls against all targets other than the Eagle until the start of the Eagle's next turn.

GORILLA

CR 1

Large Beast (Brute), Neutral

AC 12 (natural armor)

Initiative +1 (11)

HP 36 (5d10 +5)

Speed 40 ft., climb 40 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	19	+4	+6	DEX	13	+1	+1	CON	15	+2	+2
INT	6	-2	-2	WIS	12	+1	+1	CHA	7	-2	-2

Skills Athletics +6, Intimidation +6

TRAITS

Concussive Blow. Once per turn, when the Gorilla hits a creature equal to its size (or smaller) with a Fist attack, it can force it to make a Constitution saving throw (DC 14) or be Stunned until the start of the Gorilla's next turn.

Imposing Presence. The Gorilla uses Strength, in place of Charisma, for Intimidation checks (included above).

Keen Smell. The Gorilla has advantage on all Wisdom ability checks that rely on its sense of smell.

ACTIONS

Multiattack. The Gorilla makes two attacks with its Fist. It can replace one or both attacks with Hurl.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (1d6 +4) bludgeoning damage.

Hurl. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. Hit: (1d8 +4) bludgeoning damage. To use this the Gorilla must be Grappling or holding one Small (or smaller) object or creature to use as a projectile.

Intimidating Show. The Gorilla forces hostile creatures that can see or hear it within 30 ft. to make a Wisdom saving throw (DC 14). On a failure, they are Frightened of the Gorilla for 1 minute. They repeat the saving throw at the end of their turn, ending the effect on a success.

Creatures that succeed on this saving throw are immune to the Gorilla's *Intimidating Show* for the next 24 hours.



GIRAFFE

CR 1

Huge Beast (Brute), Neutral

AC 10

Initiative +0 (10)

HP 34 (4d12 +8)

Speed 50 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	15	+2	+2	DEX	10	+0	+0	CON	14	+2	+2						
INT	2	-4	-4	WIS	12	+1	+1	CHA	7	-2	-2						

Skills Perception +3

TRAITS

Lofty Sight. The Giraffe has advantage on Wisdom ability checks that rely on its sight while it is standing upright.

Spindly Frame. The Giraffe counts as a Large creature for the purposes of its carrying capacity, Trampling Charge, and all other features except for the space it occupies.

Trampling Charge. If the Giraffe moves at least 20 ft. in a line and hits a creature equal to its size (or smaller) with its Neck attack, it is knocked Prone and the Giraffe can use its bonus action to make a Hooves attack on it.

ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d6 +2) bludgeoning damage.

Neck. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: (1d8 +2) bludgeoning damage.

REACTIONS

Kick. When a creature that the Giraffe can see enters its reach, the Giraffe can make one Hooves attack against it.



KING COBRA

CR 1

Medium Beast (Reptilian), Neutral

AC 14

Initiative +4 (14)

HP 27 (5d8 +5)

Speed 30 ft., swim 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	10	+0	+0	DEX	18	+4	+4	CON	13	+1	+1																		
INT	2	-4	-4	WIS	10	+0	+0	CHA	5	-3	-3																		

Skills Perception +2, Stealth +6

TRAITS

Cold-Blooded. When the King Cobra takes cold damage its speed is halved and it cannot take reactions until the end of its next turn.

Serpentine. The King Cobra counts as one size smaller for the purposes of moving through passageways.

Thermal Vision. The King Cobra knows the exact location of any warm-blooded creatures within 30 feet of it.

Venomous (Recharge 5-6). When the King Cobra hits a creature with its Strike attack, it can force the target to make a Constitution saving throw (DC 11). On a failure, the creature takes 2d8 poison damage and is Poisoned.

A Poisoned creature repeats this saving throw at the end of each of its turns. On a success, the effect ends, but on a failure, it takes an additional 2d8 poison damage.

ACTIONS

Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (1d8 +4) piercing damage.

Hypnotic Gaze. The King Cobra rears up and forces one creature that can see it within 20 ft. to make a Wisdom saving throw (DC 14). On a failure, the target is Charmed and Stunned until the start of the King Cobra's next turn. This effect ends early if the creature is attacked or forced to make an ability check or saving throw.

Creatures that succeed on this saving throw are immune to the King Cobra's *Hypnotic Gaze* for the next 24 hours.





LION

CR 1

Large Beast (Carnivore), Neutral

AC 12

Initiative +2 (12)

HP 38 (6d10+6)

Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	17	+3 +5	DEX	15	+2 +2	CON	13	+1 +1
INT	3	-4 -4	WIS	12	+1 +1	CHA	8	-2 -2

Skills Intimidation +5, Perception +3

Senses Darkvision 60 ft.

TRAITS

Imposing Presence. The Lion uses Strength, in place of Charisma, for Intimidation checks (included above).

Keen Smell. The Lion has advantage on Wisdom ability checks that rely on its sense of smell.

Pack Tactics. The Lion has advantage on attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Lion.

Pounce. If the Lion moves 20 ft. in a line, then hits a target equal to its size (or smaller) with its Claw attack, it is knocked Prone. If it falls Prone, the Lion can then use its bonus action to make one Bite attack against it.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d8 +3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: (1d6 +3) slashing damage.

Roar The Lion forces all hostile creatures that can hear it within 30 ft. to make a Wisdom saving throw (DC 13). On a failed save, creatures are Frightened of the Lion for 1 minute. Creatures repeat this saving throw at the end of their turns, ending the effect on a success.

Creatures that succeed on this saving throw are immune to the Lion's *Roar* for the next 24 hours.

OCTOPUS, GIANT

CR 1

Large Beast (Aquatic), Neutral

AC 12

Initiative +2 (12)

HP 52 (8d10+8)

Speed 15 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	17	+3 +3	DEX	14	+2 +2	CON	13	+1 +1
INT	7	-2 +0	WIS	10	+0 +0	CHA	4	-3 -3

Skills Sleight of Hand +4, Stealth +4

Senses Darkvision 60 ft.

TRAITS

Aquatic. The Octopus can only breathe underwater.

Hold Breath. The Octopus can hold its breath for up to 1 hour while it is out of the water.

Oozing Form. The Octopus can move through gaps as narrow as 3-inches wide without having to squeeze.

Underwater Camouflage. The Octopus has advantage on Stealth checks made to Hide while it is underwater.

ACTIONS

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (2d6 +3) bludgeoning damage, and if the target is equal to the Octopus' size (or smaller) then it is automatically Grappled (escape DC 13), and the Octopus cannot attack other targets with that tentacle.

REACTIONS

Ink Cloud (1/short or long rest). When the Octopus is targeted by an attack it can see while it is underwater, it can fill its space with ink, then move up to its speed without provoking opportunity attacks. The ink heavily obscures its space for 1 minute or until it is dispersed.



OWL, GIANT

CR 1

Large Beast (Avian), Neutral

AC 12

Initiative +2 (12)

HP 31 (5d10+5)

Speed 10 ft., fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	13	+1 +1	DEX	15	+2 +2	CON	12	+1 +1
INT	2	-4 -4	WIS	12	+1 +3	CHA	7	-2 -2

Skills Perception +5, Stealth +4

Senses Darkvision 120 ft.

TRAITS

Hunter's Grasp. When the Owl hits a target at least one size smaller than it with its Talons attack, it can choose to automatically Grapple the target (escape DC 11).

Hunter's Senses. The Owl adds double its Proficiency Bonus to its Perception checks (included above).

Nocturnal Hunter. While in dim light or darkness, the Owl has advantage on Stealth checks and it does not provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d6 +2) slashing damage.

SPIDER, GIANT

CR 1

Large Beast (Vermin), Neutral

AC 14 (natural armor)

Initiative +3 (13)

HP 32 (5d10+5)

Speed 30 ft., climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2 +2	DEX	16	+3 +3	CON	12	+1 +1
INT	2	-4 -4	WIS	11	+0 +0	CHA	4	-3 -3

Skills Stealth +4

Senses Blindsight 20 ft., Darkvision 60 ft.

TRAITS

Arachnid. The Spider can climb sheer surfaces, upside down, and along webs without an ability check. It also ignores movement restrictions caused by webs and it can sense other creatures touching the same web as it.

Bind. When the Spider targets a creature equal to its size (or smaller) with Web, the target must make a Dexterity saving throw (DC 12) or it is covered in webbing and its speed becomes 0. As an action, a webbed creature can make a Strength check, escaping the web on a success.

Venomous (Recharge 5-6). If the Spider hits a creature with its Bite attack it can force it to make a Constitution saving throw (DC 12). On a failure it takes 2d8 poison damage and is Poisoned.

A Poisoned creature repeats this saving throw at the end of each of its turns. On a success, the effect ends, but on a failure, it takes 1d8 poison damage. A creature reduced to 0 hit points by this venom is stable, but it is Paralyzed until it regains hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d8 +3) piercing damage.

Web Strand. The Spider shoots a thin strand of webbing at a target it can see within 30 ft., forming a continuous line of webbing from where it is standing to the target.



TIGER

CR 1

Large Beast (Carnivore), Neutral

AC 13

Initiative +3 (13)

HP 37 (5d10+10)

Speed 40 ft., climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	17	+3 +3	DEX	16	+3 +5	CON	14	+2 +2
INT	3	-4 -4	WIS	12	+1 +1	CHA	8	-2 -2

Skills Perception +3, Stealth +7

Senses Darkvision 60 ft.

TRAITS

Keen Smell. The Tiger has advantage on Wisdom ability checks that rely on its sense of smell.

Pounce. When the Tiger moves 20 ft. in a line, then hits a target equal to its size (or smaller) with its Claw attack, it is knocked Prone. If it falls Prone, the Tiger can then use its bonus action to make one Bite attack against it.

Stalker. The Tiger adds double its Proficiency Bonus to Stealth checks (included above).

Strong Jaws. When the Tiger hits a creature equal to its size (or smaller) with its Bite attack, it can Grapple the target in its jaws (escape DC 13). While it is Grappling a creature, it cannot use its Bite attack on other targets.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d10+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d8+3) slashing damage.



TOAD, GIANT

CR 1

Large Beast (Reptilian), Neutral

AC 11

Initiative +1 (11)

HP 39 (6d10+6)

Speed 20 ft., swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	15	+2 +2	DEX	13	+1 +1	CON	13	+1 +3
INT	2	-4 -4	WIS	10	+0 +0	CHA	3	-4 -4

Senses Darkvision 30 ft.

TRAITS

Amphibious. The Toad can breath both air and water.

Mighty Leap. Once per turn, the Toad can expend 5 feet of its movement long jump up to 20 feet, or high jump up to 10 feet, even if this exceeds its remaining speed.

Strong Jaws. If the Toad hits a creature equal to its size (or smaller) with its Toxic Bite attack, it can Grapple the target in its jaws (escape DC 13). While it is Grappling a creature, it cannot use its Toxic Bite attack on other targets.

Swallow. When the Toad hits a creature it is Grappling that is at least one size smaller than it with its Toxic Bite, it can swallow it. While swallowed, that creature is Restrained and Blinded, it has total cover from attacks and effects outside of the Toad, and it takes (3d6) acid damage at the start of each of the Toad's turns.

At the start of each of its turns, the Toad must succeed on a Constitution saving throw (DC is the total damage it has taken since the end of its last turn) or a swallowed creature lands Prone in an unoccupied space within 5 ft.

ACTIONS

Toxic Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d10+2) piercing plus (1d10) poison damage.

Sticky Tongue. The Toad forces a target it can see within 15 ft. that is at least one size smaller than it to make a Strength saving throw (DC 12). On a failure, the target is pulled to an unoccupied space within 5 ft. of the Toad, then the Toad can use its Toxic Bite attack against it as a bonus action.





VULTURE, GIANT

CR 1

Large Beast (Avian), Neutral

AC 10

Initiative +0 (10)

HP 29 (5d10+8)

Speed 10 ft., fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	15	+2 +2	DEX	10	+0 +0	CON	15	+2 +2
INT	6	-2 -2	WIS	12	+1 +1	CHA	7	-2 -2

Skills Perception +2

TRAITS

Carion Sense. The Vulture has advantage on Perception checks to smell creatures within 120 ft. that are below their hit point maximum. It automatically succeeds on Perception checks to smell dead creatures within 1 mile.

Hunter's Grasp. When the Vulture hits a target at least one size smaller than it with its Talons attack, it can automatically Grapple the target (escape DC 12).

Keen Sight & Smell. The Vulture has advantage on all Wisdom ability checks that rely on its sight or smell.

Pack Tactics. The Vulture has advantage on attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Vulture.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d4+2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d6+2) slashing damage.

REACTIONS

Opportunist. When a creature within 30 ft. that the Vulture can see is hit by an attack, the Vulture can move up to half its speed and make one Beak attack against it.

WILD DOG, GIANT

CR 1

Large Beast (Carnivore), Neutral

AC 12

Initiative +2 (12)

HP 45 (6d10+12)

Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	16	+3 +3	DEX	14	+2 +2	CON	14	+2 +2
INT	2	-4 -4	WIS	12	+1 +1	CHA	7	-2 -2

Skills Perception +3

TRAITS

Keen Hearing & Smell. The Wild Dog has advantage on Wisdom ability checks that rely on its hearing or smell.

Pack Tactics. The Wild Dog has advantage on attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Wild Dog.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (2d6+3) piercing damage.

BONUS ACTIONS

Rampage. If the Wild Dog kills a creature, it can move up to half its speed and make a single Bite attack.

REACTIONS

Opportunist. If a creature within 30 ft. that the Wild Dog can see or hear is hit by an attack, the Wild Dog moves up to half its speed and make a Bite attack against it.



CHALLENGE RATING: 2

Beasts of Challenge Rating 2 are highly dangerous monsters which inspire myth and legend amongst the common people. These Beasts are deadly to all but the most skilled hunters.

ANACONDA

CR 2

Huge Beast (Reptilian), Neutral

AC 12 **Initiative** +2 (12)

HP 60 (8d12 +8)

Speed 30 ft., climb 20 ft., swim 30 ft.

MOD SAVE				MOD SAVE				MOD SAVE			
STR	20	+5	+7	DEX	14	+2	+2	CON	12	+1	+1
INT	1	-5	-5	WIS	10	+0	+0	CHA	3	-4	-4

Skills Athletics +8

TRAITS

Cold-Blooded. When the Anaconda takes cold damage its speed is halved and it cannot take reactions until the end of its next turn.

Serpentine. The Anaconda counts as two sizes smaller for the purposes of moving through passageways.

Thermal Vision. The Anaconda knows the exact location of any warm-blooded creatures within 30 ft. of it.

ACTIONS

Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: (2d6 +5) piercing damage. This attack has advantage against creatures Grappled by the Anaconda.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: (2d8 +5) bludgeoning damage and the target is Grappled (escape DC 15) and Restrained, and the Anaconda cannot Grapple another target.

Crush. The Anaconda forces one creature it is Grappling to make a Strength saving throw (DC 15). On a failure, the creature suffers one level of Exhaustion.

BOAR, GIANT

CR 2

Large Beast (Brute), Neutral

AC 12 (natural armor)

Initiative +0 (10)

HP 42 (5d10 +15)

Speed 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	17	+3	+5	DEX	10	+0	+0	CON	16	+3	+3	INT	2	-4	-4	WIS	9	-1	-1	CHA	5	-3	-3

TRAITS

Thick Hide. Whenever the Boar takes damage it reduces it by its Constitution modifier (3). Force, psychic, and radiant damage ignore this feature.

Trampling Charge. When the Boar moves at least 20 ft. in a line and hits a creature equal to its size (or smaller) with a Tusk attack, it deals a bonus 1d6 damage and the target is knocked Prone. The Boar can then use a bonus action to make one Stomp against it.

Relentless (Recharge 5-6). When the Boar is reduced to 0 points, but not killed outright, it falls to 3 hit points.

ACTIONS

Stomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (2d4 +3) bludgeoning damage.

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (2d6 +3) piercing damage.



EMU, GIANT

CR 2

Huge Beast (Avian), Neutral

AC 12 (natural armor)

Initiative +2 (12)

HP 42 (5d12 +10)

Speed 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	19	+4 +4	DEX	14	+2 +2	CON	15	+2 +2
INT	3	-4 -4	WIS	12	+1 +1	CHA	6	-2 -2

Skills Intimidation +6, Perception +3

TRAITS

Imposing Presence. The Emu uses Strength, in place of Charisma, for Intimidation checks (included above).

Pack Tactics. The Emu has advantage on any attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Emu.

ACTIONS

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d8 +4) piercing damage.

Kick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d6 +4) slashing damage, and any creature equal to the Emu's size (or smaller) is knocked Prone.

BONUS ACTIONS

Aggressive. The Emu takes the Dash action, but must end its movement closer to a hostile creature.

Vicious. If the Emu knocks a creature Prone with its Kick attack, it can make one Beak attack against that target.



GRIZZLY BEAR

CR 2

Large Beast (Carnivore), Neutral

AC 12 (natural armor)

Initiative +0 (10)

HP 51 (6d10 +5)

Speed 40 ft., climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	19	+4 +4	DEX	10	+0 +0	CON	16	+3 +5
INT	2	-4 -4	WIS	13	+1 +1	CHA	7	-2 -2

Skills Intimidation +6, Perception +3

TRAITS

Imposing Presence. The Bear uses its Strength, in place of Charisma, for Intimidation checks (included above).

Keen Smell. The Bear has advantage on all Wisdom ability checks that rely on its sense of smell.

Strong Jaws. When the Bear hits a creature equal to its size (or smaller) with its Bite attack, it can Grapple the target in its jaws (escape DC 14). While it is Grappling a creature, it cannot use its Bite attack on other targets.

Thick Hide. Whenever the Bear takes damage it reduces it by its Constitution modifier (3). Force, psychic, and radiant damage ignore this feature.

ACTIONS

Multiattack. The Bear makes two attacks, using its Bite and its Claw attacks in any combination.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (1d8 +4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d6 +4) slashing damage, and any creature equal to the Bear's size (or smaller) is knocked Prone.

BONUS ACTIONS

Roar of Dominance. After the Bear hits a creature with a Bite or Claw attack, it can roar, and the creature hit by that attack must succeed on a Wisdom saving throw (DC 14), or be Frightened of the Bear until the start of the Bear's next turn.

Creatures that succeed on this saving throw are immune to the Bear's *Roar of Dominance* for the next 24 hours.





HAWK, GIANT

CR 2

Large Beast (Avian), Neutral

AC 14

Initiative +4 (14)

HP 45 (7d10+7)

Speed 20 ft., fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	16	+3	DEX	18	+4	CON	13	+1
INT	2	-4	WIS	14	+2	CHA	7	-2

Skills Acrobatics +6, Perception +6

TRAITS

Airborne Evasion. When the Hawk is forced to make a Dexterity saving throw to avoid damage while flying, it takes no damage on a success, and half on a failure.

Hunter's Grasp. When the Hawk hits a target at least one size smaller than it with a Talons attack, it can choose to automatically Grapple the target (escape DC 13).

Hunter's Senses. The Hawk adds double its Proficiency Bonus to its Perception checks (included above).

Pack Tactics. The Hawk has advantage on attack rolls against hostile targets that are within 5 feet of another conscious creature that is allied with the Hawk.

ACTIONS

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d4 +4) piercing damage, and the creature must succeed on a Dexterity saving throw (DC 14) or it is Blinded until the start of the Hawk's next turn.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d6 +4) slashing damage.

HUNTER SHARK

CR 2

Large Beast (Aquatic), Neutral

AC 12 (natural armor)

Initiative +1 (11)

HP 45 (6d10+12)

Speed 0 ft., swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4	DEX	13	+1	CON	15	+2
INT	1	-5	WIS	10	+0	CHA	4	-3

Senses Blindsight 30 ft.

Skills Perception +2

TRAITS

Aquatic. The Shark can only breathe underwater.

Blood Sense. The Shark knows the direction of any creature with less than its maximum hit points within 1 mile, so long as they are in the same body of water.

Frenzy. The Shark has advantage on Bite attacks against creatures with less than their maximum hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d8 +4) piercing damage.

BONUS ACTIONS

Aggressive. The Shark takes the Dash action, but it must end its movement closer to a hostile creature.



POLAR BEAR

CR 2

Large Beast (Carnivore), Neutral

AC 12 (natural armor)

Initiative +0 (10)

HP 51 (6d10+5)

Speed 40 ft., climb 30 ft., swim 30 ft.

	MOD			SAVE				MOD			SAVE				MOD			SAVE		
STR	19	+4	+4	DEX	10	+0	+0	CON	16	+3	+5									
INT	2	-4	-4	WIS	13	+1	+1	CHA	7	-2	-2									

Skills Intimidation +6, Perception +3

Resistances Cold

TRAITS

Ice Walk. The Bear can move across and climb icy surfaces without making an ability check. Additionally, the Bear can ignore difficult terrain imposed by ice or snow.

Imposing Presence. The Bear uses its Strength, in place of Charisma, for Intimidation checks (included above).

Keen Smell. The Bear has advantage on all Wisdom ability checks that rely on its sense of smell.

Strong Jaws. When the Bear hits a creature equal to its size (or smaller) with its Bite attack, it can Grapple the target in its jaws (escape DC 14). While it is Grappling a creature, it cannot use its Bite attack on other targets.

Thick Hide. Whenever the Bear takes damage it reduces it by its Constitution modifier (3). Force, psychic, and radiant damage ignore this feature.

ACTIONS

Multiattack. The Bear makes two attacks, using its Bite and its Claw attacks in any combination.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (1d8 +4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d6 +4) slashing damage, and any creature equal to the Bear's size (or smaller) is knocked Prone.

BONUS ACTIONS

Aggressive. The Bear takes the Dash action, but it must end its movement closer to a hostile creature.

STAG, GIANT

CR 2

Huge Beast (Brute), Neutral

AC 14 (natural armor)

Initiative +3 (13)

HP 42 (5d12+10)

Speed 60 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	19	+4	+4	DEX	16	+3	+3	CON	14	+2	+2						
INT	4	-3	-3	WIS	12	+1	+1	CHA	6	-2	-2						

Skills Athletics +6, Perception +3

TRAITS

Cervine Leap. The Stag can long jump up to 40 ft. and high jump up to 25 ft. with only 10 ft. running start.

Trampling Charge. When the Stag moves at least 20 ft. in a line and hits a creature equal to its size (or smaller) with its Antler attack, it is knocked Prone and the Stag can use a bonus action to use its Hooves against it.

ACTIONS

Antler. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d6 +4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d4 +4) bludgeoning damage.

REACTIONS

Kick. When a creature the Stag can see enters its reach, the Stag can make one Hooves attack against it.

STAG BEETLE, GIANT

CR 2

Large Beast (Vermin), Neutral

AC 15 (natural armor)

Initiative -1 (9)

HP 60 (8d10+16)

Speed 30 ft., climb 10 ft., fly 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	19	+4	+4	DEX	8	-1	-1	CON	15	+2	+2												
INT	2	-4	-4	WIS	7	-2	-2	CHA	3	-4	-4												

Skills Intimidation +6

TRAITS

Imposing Presence. The Beetle uses Strength, in place of Charisma, for Intimidation checks (included above).

Limited Flight. If the Beetle ends its turn while flying it falls to the ground, but it takes no falling damage.

Trampling Charge. If the Beetle moves at least 20 ft. in a line and hits with a Gore attack, it deals a bonus 2d8 damage, and if the target was equal to the Beetle's size (or smaller), it is also knocked Prone.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d8 +4) piercing damage.

REACTIONS

Reflective Carapace. When a creature the Beetle can see makes a melee attack against the Beetle, it can unfurl its wings and impose disadvantage on its attack roll.



CHALLENGE RATING: 3

Beasts of Challenge Rating 3 are massive and extremely rare Beasts which dominate their chosen habitat. When common folk venture into their lairs they are never heard from again.

ALLIGATOR TURTLE, GIANT

CR 3

Large Beast (Reptilian), Neutral

AC 17 (natural armor) **Initiative** +0 (10)
HP 59 (8d10 +16)
Speed 30 ft., swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	19	+4 +5	DEX	10	+0 +0	CON	14	+2 +2
INT	2	-4 -4	WIS	12	+1 +1	CHA	5	-3 -3

Skills Stealth +3
Senses Darkvision 60 ft.

TRAITS

Hold Breath. The Alligator Turtle can hold its breath for up to 1 hour.

Natural Camouflage. The Alligator Turtle has advantage on Stealth checks to Hide in water, mud, and swamps.

Strong Jaws. If the Alligator Turtle hits a creature equal to its size (or smaller) with a Bite attack, it can Grapple the creature in its jaws (escape DC 14). When Grappling a creature it cannot use its Bite attack on other targets.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (4d6 +4) slashing damage. If it is Grappled by the Alligator Turtle, it takes a bonus 2d6 damage.

ELECTRIC EEL, GIANT

CR 3

Large Beast (Aquatic), Neutral

AC 13 **Initiative** +3 (13)
HP 52 (6d10 +18)
Speed 0 ft., swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	11	+0 +0	DEX	17	+3 +5	CON	16	+3 +3
INT	2	-4 -4	WIS	12	+1 +1	CHA	5	-3 -3

Resistances Lightning

TRAITS

Aquatic. The Electric Eel can only breath underwater.

Electrosense. The Electric Eel knows the exact location of any living creature within 90 ft. of it while underwater.

Slippery. Opportunity attacks are made at disadvantage against the Electric Eel while it is underwater.

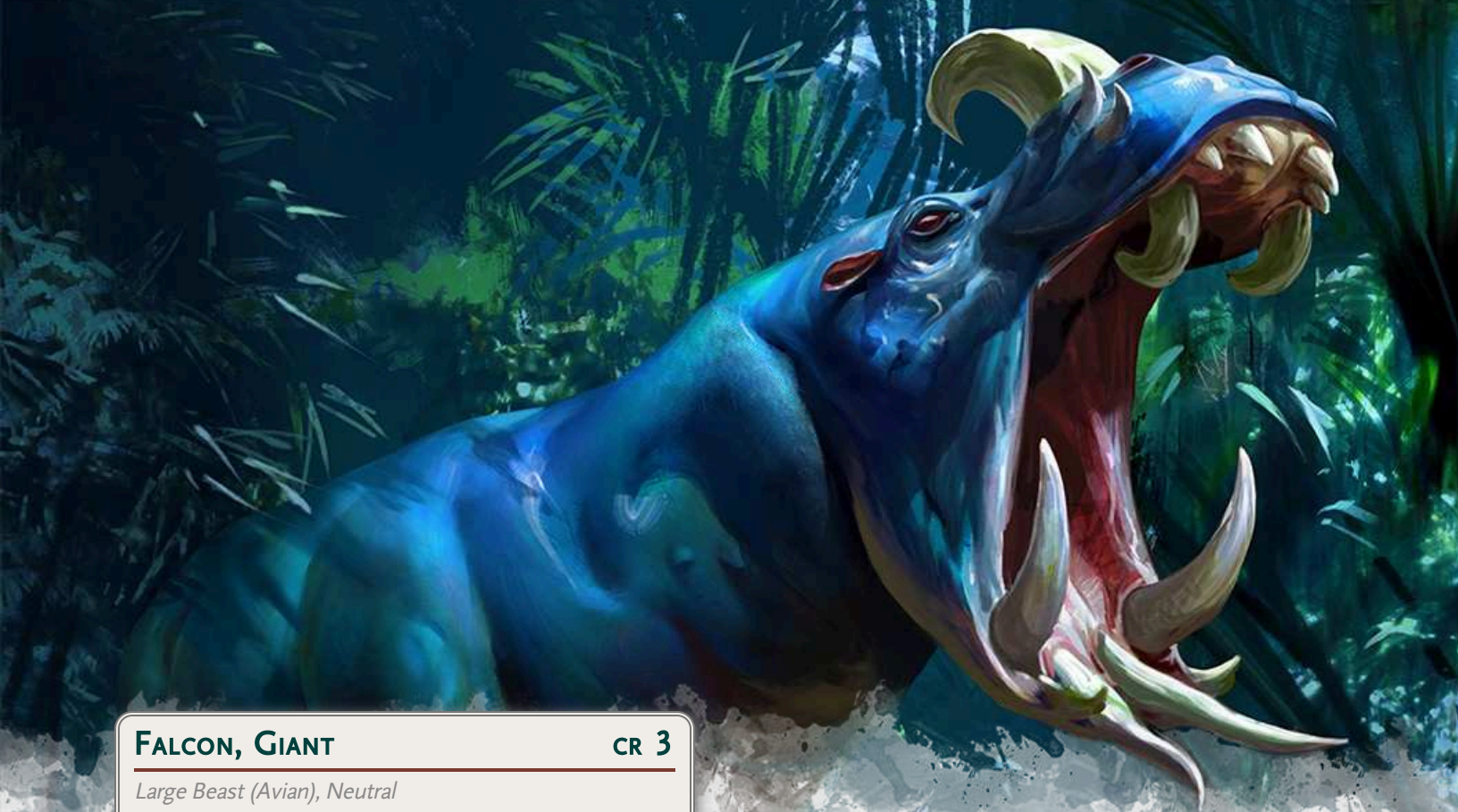
Stunning Jolt (Recharge 5-6). When the Eel hits a target with its Shocking Bite attack, it can force it to make a Constitution saving throw (DC 13). On a failure, it takes 3d6 lightning damage and is Stunned until the end of the Eel's next turn. On a success, it takes half damage and its speed is halved until the start of the Eel's next turn.

ACTIONS

Multiattack. The Eel makes two Shocking Bite attacks.

Shocking Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d6 +3) piercing damage plus (1d6) lightning damage, and the creature cannot take reactions until the start of the Eel's next turn.





FALCON, GIANT

CR 3

Large Beast (Avian), Neutral

AC 15

Initiative +5 (15)

HP 44 (8d10)

Speed 10 ft., fly 60 ft.

	MOD		SAVE		MOD		SAVE		MOD		SAVE
STR	16	+3	+3	DEX	20	+5	+7	CON	11	+0	+0
INT	6	-2	-2	WIS	15	+2	+2	CHA	7	-2	-2

Skills Acrobatics +7, Perception +6

TRAITS

Aerodynamic. If the Falcon takes the Dash action while it is flying, its speed triples, and opportunity attacks against it are made with disadvantage until the end of its turn.

Dive. If the Falcon moves 40 ft. straight down in a line then hits a target with a Talons attack, it deals a bonus 2d6 damage on hit. If the target is equal to the Falcon's size (or smaller) it falls Prone and is Stunned until the start of the Falcon's next turn.

Hunter's Grasp. When the Falcon hits a target at least one size smaller than it with its Talons attack, it can automatically Grapple the target (escape DC 15).

Hunter's Senses. The Falcon adds double its Proficiency Bonus to its Perception checks (included above).

ACTIONS

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: (3d4 +5) piercing damage, and the creature must succeed on a Dexterity saving throw (DC 15) or it is Blinded until the start of the Falcon's next turn.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: (3d6 +3) slashing damage.

HIPPOTAMUS

CR 3

Large Beast (Brute), Neutral

AC 10

Initiative -1 (9)

HP 67 (8d10 +24)

Speed 25 ft., swim 30 ft.

	MOD		SAVE		MOD		SAVE		MOD		SAVE
STR	18	+4	+6	DEX	8	-1	-1	CON	16	+3	+3
INT	2	-4	-4	WIS	12	+1	+1	CHA	6	-2	-2

Skills Intimidation +6

TRAITS

Hold Breath. The Hippopotamus can hold its breath for up to 30 minutes while it is underwater.

Imposing Presence. The Hippopotamus uses Strength, in place of Charisma, for Intimidation checks (see above).

Strong Jaws. If the Hippopotamus hits a creature equal to its size (or smaller) with a Bite attack, it can Grapple the creature in its jaws (escape DC 14). When it is Grappling another creature in this way the Hippopotamus cannot use its Bite attack on other targets.

ACTIONS

Multiattack. The Hippopotamus makes two Bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d8 +4) piercing damage, and the creature must make a Constitution saving throw (DC 14). On a failure, its Armor Class is reduced by 2 and its speed is halved until the start of the Hippopotamus's next turn.



KILLER WHALE

CR 3

Huge Beast (Aquatic), Neutral

AC 12 (natural armor)

Initiative +0 (10)

HP 67 (8d10 +24)

Speed 0 ft., swim 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	19	+4 +4	DEX	10	+0 +0	CON	16	+3 +5
INT	5	-3 -3	WIS	12	+1 +1	CHA	7	-2 -2

Senses Blindsight 120 ft.

Skills Perception +3

TRAITS

Echolocation. If the Whale makes a Perception check with its hearing it treats a d20 roll of 9 or lower as a 10. It loses this benefit and its Blindsight when Deafened.

Hold Breath. The Whale can hold its breath for up to 30 minutes while it is underwater.

Imposing Presence. The Whale uses Strength, in place of Charisma, for Intimidation checks (included above).

Strong Jaws. If the Whale hits a creature equal to its size (or smaller) with a Bite attack, it can Grapple the creature in its jaws (escape DC 14). When Grappling a creature this way the Whale cannot use its Bite on other targets.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (5d6 +4) piercing damage, and the creature must make a Constitution saving throw (DC 14). On a failure, its Armor Class is reduced by 2 and its speed is halved until the start of the Whale's next turn.

RHINOCEROS

CR 3

Large Beast (Brute), Neutral

AC 11 (natural armor)

Initiative -1 (9)

HP 60 (8d10 +16)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	21	+5 +7	DEX	8	-1 -1	CON	15	+2 +2
INT	2	-4 -4	WIS	12	+1 +1	CHA	6	-2 -2

Skills Intimidation +7

TRAITS

Imposing Presence. The Rhinoceros uses its Strength, in place of Charisma, for Intimidation checks (see above).

Thick Hide. Whenever the Rhinoceros takes damage it reduces it by its Constitution modifier (2). Force, psychic, and radiant damage ignore this feature.

Trampling Charge. If the Rhinoceros moves at least 20 ft. in a line and hits with a Gore attack, it deals a bonus 1d8 damage. If the target is equal to the Rhinoceros's size (or smaller), it is also knocked Prone, and the Rhinoceros can use a bonus action to use its Stomp attack on it.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: (2d8 +5) piercing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: (2d6 +5) bludgeoning damage.





SABER-TOOTHED TIGER

CR 3

Large Beast (Carnivore), Neutral

AC 12

Initiative +2 (12)

HP 52 (7d10 +14)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4 +6	DEX	14	+2 +4	CON	15	+2 +2
INT	3	-4 -4	WIS	12	+1 +1	CHA	8	-2 -2

Senses Darkvision 60 ft.

Skills Perception +3, Stealth +6

TRAITS

Keen Smell. The Tiger has advantage on Wisdom ability checks that rely on its sense of smell.

Pounce. When the Tiger moves 20 ft. in a line, then hits a target equal to its size (or smaller) with its Claw attack, it is knocked Prone. If it falls Prone, the Tiger can then use its bonus action to make one Bite attack against it.

Stalker. The Tiger adds double its Proficiency Bonus to Stealth checks (included above).

Strong Jaws. When the Tiger hits a creature equal to its size (or smaller) with its Bite attack, it can Grapple the target in its jaws (escape DC 14). While it is Grappling a creature, it cannot use its Bite attack on other targets.

Any creature that starts its turn Grappled by the Tiger in this way takes 1d6 slashing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d6 +4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d8 +4) slashing damage.

SCORPION, GIANT

CR 3

Large Beast (Vermin), Neutral

AC 15 (natural armor)

Initiative +1 (11)

HP 52 (7d10 +14)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	17	+3 +3	DEX	13	+1 +1	CON	15	+2 +2
INT	1	-5 -5	WIS	9	-1 -1	CHA	3	-4 -4

Senses Blindsight 60 ft.

TRAITS

Pincer. If the Scorpion hits a target equal to its size (or smaller) with its Claw attack it can automatically Grapple it (escape DC 13). The Scorpion has two Claws and each can only Grapple one target at a time.

ACTIONS

Multiattack. The Scorpion makes three attacks, one with each of its Claws, then one with its Stinger.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d8 +3) slashing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: (1d10 +3) piercing damage. If the target is a creature, it must make a Constitution saving throw (DC 13) or it takes (4d10) poison damage and become Poisoned until the start of the Scorpion's next turn.





CHALLENGE RATING:4

Beasts of Challenge Rating 4 inspire myth and legend when travelers tell tales about them. These Beasts can challenge the most skilled local hunters and adventuring parties.

CAVE BEAR

CR 4

Large Beast (Carnivore), Neutral

AC 12 (natural armor)

Initiative +1 (11)

HP 80 (8d10 +36)

Speed 40 ft., climb 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	22	+6	+8	DEX	12	+1	+1	CON	18	+4	+4																		
INT	5	-3	-3	WIS	13	+1	+1	CHA	7	-2	-2																		

Senses Darkvision 120 ft.

Skills Intimidation +8, Perception +3, Survival +3

TRAITS

Imposing Presence. The Bear uses its Strength, in place of Charisma, for Intimidation checks (included above).

Keen Smell. The Bear has advantage on Wisdom ability checks that rely on its sense of smell.

Strong Jaws. When the Bear hits a creature equal to its size (or smaller) with its Bite, it can Grapple it in its jaws (escape DC 16). While it is Grappling, it cannot Bite other targets.

Thick Hide. Whenever the Bear takes damage it reduces it by its Constitution modifier (4). Force, psychic, and radiant damage ignore this feature.

ACTIONS

Multiattack. The Bear makes two attacks, using its Bite and its Claw attacks in any combination.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: (2d8 +6) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: (3d6 +6) slashing damage, and any creature equal to the Bear's size (or smaller) is knocked Prone.

BONUS ACTIONS

Roar of Dominance. After the Bear hits a creature with a Bite or a Claw attack, it can roar, forcing the creature to make a Wisdom saving throw (DC 16), or be Frightened of the Bear until the start of the Bear's next turn.

Creatures that succeed on this saving throw are immune to the Bear's *Roar of Dominance* for the next 24 hours.



ELEPHANT

CR 4

Huge Beast (Brute), Neutral

AC 12 (natural armor)

Initiative -1 (9)

HP 76 (8d12 +24)

Speed 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	22	+6	+6	DEX	9	-1	-1	CON	17	+3	+3												
INT	6	-2	-2	WIS	14	+2	+4	CHA	6	-2	-2												

Skills Intimidation +8

TRAITS

Concussive Blow. Once per turn, when the Elephant hits a creature equal to its size (or smaller) with Stomp, it can force it to make a Constitution saving throw (DC 16) or be Stunned until the start of the Elephant's next turn.

Imposing Presence. The Elephant uses its Strength, in place of Charisma, for Intimidation checks (see above).

Thick Hide. Whenever the Elephant takes damage it reduces it by its Constitution modifier (3). Force, psychic, and radiant damage ignore this feature.

Trampling Charge. If the Elephant moves at least 20 ft. in a line and hits with a Gore attack, it deals a bonus 1d8 damage. If the target is equal to the Elephant's size (or smaller), it is also knocked Prone, and the Elephant can use a bonus action to use its Stomp attack on it.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: (2d8 +6) piercing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: (2d10 +6) bludgeoning damage.

HERON, GIANT

CR 4

Huge Beast (Avian), Neutral

AC 14

Initiative +4 (14)

HP 75 (10d12 +24)

Speed 30 ft., fly 80 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	18	+4	+4	DEX	19	+4	+6	CON	13	+1	+1
INT	6	-2	-2	WIS	16	+3	+3	CHA	7	-2	-2

Skills Perception +7, Stealth +6, Survival +5

TRAITS

Ambush Hunter. The Heron has advantage on Stealth checks to Hide in marshes and swamps, and creatures have disadvantage on any ability check made to detect the Heron while it is standing still.

Ambush Strike. If the Heron hits a creature with its Beak attack while it is unaware of the Heron, the attack deals a bonus 3d8 damage on hit.

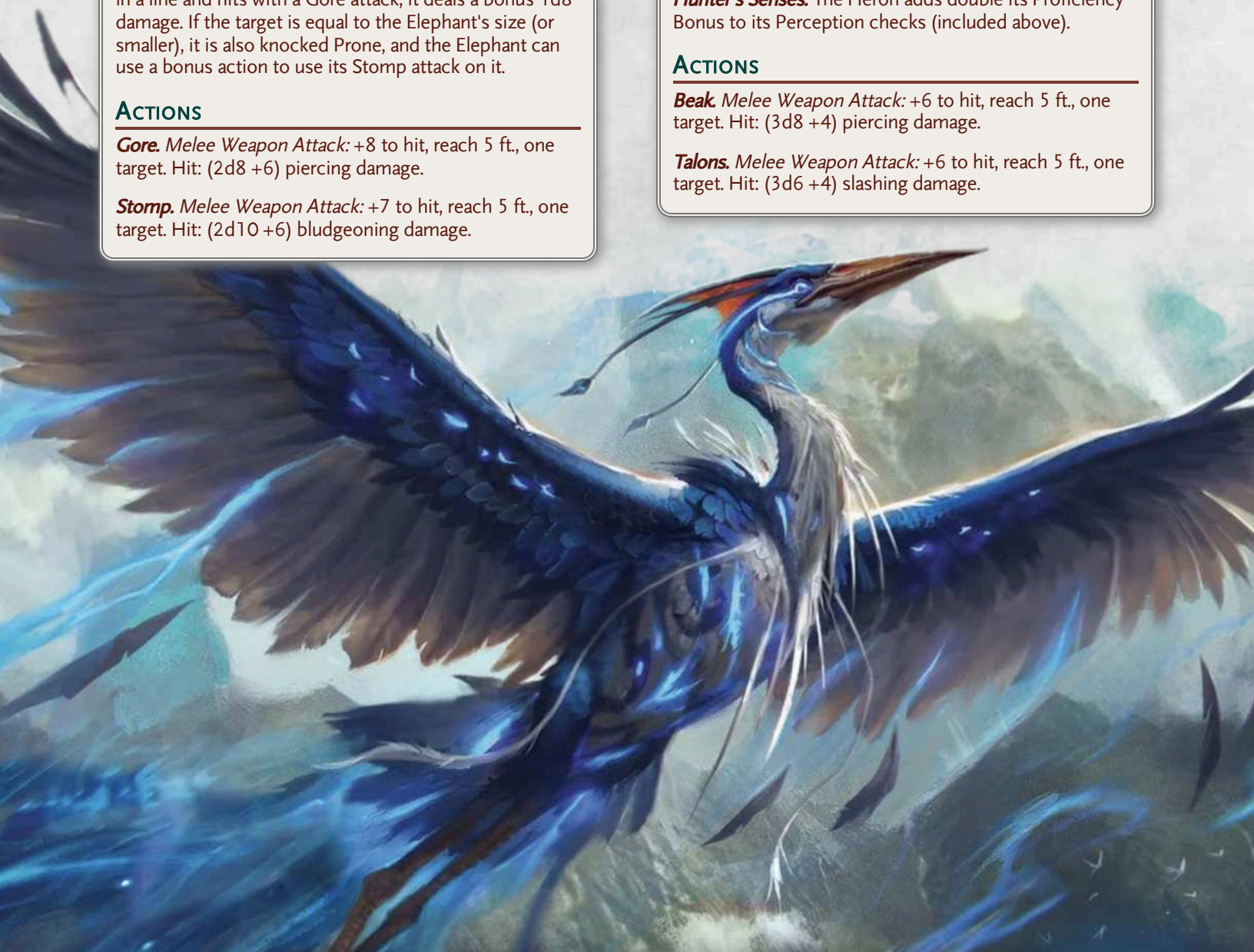
Hunter's Grasp. If the Heron hits a target at least one size smaller than it with its Talons attack, it can choose to automatically Grapple the target (escape DC 14).

Hunter's Senses. The Heron adds double its Proficiency Bonus to its Perception checks (included above).

ACTIONS

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (3d8 +4) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (3d6 +4) slashing damage.



TOAD, COLOSSAL

CR 4

Large Beast (Reptilian), Neutral

AC 14 (natural armor)

HP 85 (9d12 +27)

Speed 30 ft., swim 30 ft.

Initiative -1 (9)

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	21	+5	+5	DEX	9	-1	-1	CON	17	+3	+5
INT	2	-4	-4	WIS	12	+1	+1	CHA	5	-3	-3

Senses Darkvision 120 ft.

Resistances Acid, Poison

Immunities Poisoned

TRAITS

Amphibious. The Toad can breath both air and water.

Mighty Leap. Once per turn, the Toad can expend 5 feet of its movement long jump up to 30 ft., or a high jump up to 20 ft., even if this exceeds its remaining speed.

Strong Jaws. If the Toad hits a creature equal to its size (or smaller) with its Toxic Bite attack, it can Grapple the target in its jaws (escape DC 15). While it is Grappling a creature, it cannot use its Toxic Bite attack on other targets.

Swallow. When the Toad hits a creature it is Grappling that is at least one size smaller than it with its Toxic Bite, it can swallow it. While swallowed, that creature is Restrained and Blinded, it has total cover from attacks and effects outside of the Toad, and it takes (4d6) acid damage at the start of each of the Toad's turns.

At the start of each of its turns, the Toad must succeed on a Constitution saving throw (DC is the total damage it has taken since the end of its last turn) or a swallowed creature lands Prone in an unoccupied space within 5 ft.

Thick Hide. Whenever the Toad takes damage it reduces it by its Constitution modifier (3). Force, psychic, and radiant damage ignore this feature.

ACTIONS

Toxic Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: (2d10 +5) piercing plus (2d10) poison damage.

Sticky Tongue. The Toad forces a target it can see within 20 ft. that is at least one size smaller than it to make a Strength saving throw (DC 15). On a failure, the target is pulled to an unoccupied space within 5 ft. of the Toad, then the Toad can use its Toxic Bite attack against it as a bonus action.

WALRUS, GIANT

CR 4

Huge Beast (Aquatic), Neutral

AC 10

Initiative -1 (9)

HP 85 (9d12 +27)

Speed 20 ft., swim 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	22	+6	+6	DEX	9	-1	-1	CON	16	+3	+5	INT	5	-3	-3	WIS	12	+1	+1	CHA	6	-2	-2

Resistances Cold

Skills Intimidation +8

Senses Darkvision 60 ft.

TRAITS

Hold Breath. The Walrus can hold its breath for 1 hour.

Imposing Presence. The Walrus uses its Strength, instead of Charisma, for Intimidation checks (included above).

Thick Hide. Whenever the Walrus takes damage it can reduce it by its Constitution modifier (3). Force, psychic, and radiant damage ignore this feature.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: (2d8 +6) bludgeoning damage, and a target equal to the Walrus' size (or smaller) is knocked Prone.

Tusk. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: (3d6 +6) piercing damage, and the creature must make a Constitution saving throw (DC 16). On a failure, its Armor Class is reduced by 2 and its speed is halved until the start of the Walrus' next turn.





CHALLENGE RATING:5

Beasts of Challenge Rating 5 are titans of the natural world and often embody the destructive and wild wrath of nature.

DIRE TIGER

CR 5

Huge Beast (Carnivore), Neutral

AC 15

Initiative +5 (15)

HP 95 (10d12 +30)

Speed 50 ft., climb 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	21	+5 +5	DEX	20	+5 +8	CON	16	+3 +3
INT	6	-3 -3	WIS	14	+2 +2	CHA	10	+0 +0

Skills Perception +5, Stealth +11, Survival +5

Senses Darkvision 120 ft.

TRAITS

Keen Smell. The Tiger has advantage on Wisdom ability checks that rely on its sense of smell.

Pounce. When the Tiger moves 20 ft. in a line, then hits a target equal to its size (or smaller) with its Claw attack, it is knocked Prone. If it falls Prone, the Tiger can then use its bonus action to make one Bite attack against it.

Stalker. The Tiger adds double its Proficiency Bonus to Stealth checks (included above).

Strong Jaws. When the Tiger hits a creature equal to its size (or smaller) with its Bite attack, it can Grapple the target in its jaws (escape DC 16). While it is Grappling a creature, it cannot use its Bite attack on other targets.

ACTIONS

Multiattack. The Tiger makes two attacks, using its Bite and Claw in any combination.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: (2d8 +5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: (2d10 +5) slashing damage.

CRAB, COLOSSAL

CR 5

Huge Beast (Aquatic), Neutral

AC 17 (natural armor)

Initiative -1 (9)

HP 95 (10d12 +30)

Speed 30 ft., swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	19	+4 +4	DEX	8	-1 -1	CON	16	+3 +6
INT	3	-4 -4	WIS	11	+0 +0	CHA	3	-4 -4

Skills Perception +3, Stealth +2

Senses Blindsight 60 ft.

TRAITS

Amphibious. The Crab can breathe both air and water.

Bottom Feeder. Underwater, the Crab has advantage on Perception checks to smell creatures within 600 ft. of it that are below their hit point maximum. The Crab also automatically succeeds on Perception checks to smell dead creatures within 1 mile it is while underwater.

Pincer. When the Crab hits a creature equal to its size (or smaller) with a Claw attack, it can automatically Grapple the target (escape DC 15). The Crab has two claws, and it can Grapple one target in each of its claws at a time.

Siege Monster. The Crab's attacks deal the maximum damage, in place of rolling, against objects and boats.

Underwater Camouflage. While it remains motionless while underwater, the Crab is indistinguishable from its surroundings due to the coral and wreckage on its shell.

ACTIONS

Multiattack. The Crab makes one attack with each Claw.

Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. Hit: (3d8 +4) bludgeoning damage.



GIANT SQUID

CR 5

Huge Beast (Aquatic), Neutral

AC 14

Initiative +4 (14)

HP 112 (15d12 +15)

Speed 5 ft., swim 90 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	23	+6 +9	DEX	14	+2 +5	CON	12	+1 +1
INT	5	-3 -3	WIS	11	+0 +0	CHA	4	-3 -3

Senses Darkvision 120 ft.

TRAITS

Aquatic. The Squid can only breathe underwater.

Siege Monster. The Squid's attacks deal maximum damage, in place of rolling, against objects and boats.

ACTIONS

Multiattack. The Squid makes two attacks using its Bite and Tentacle attack in any combination.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: (3d8 +6) piercing damage.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. Hit: (2d10 +6) bludgeoning damage, and if the target is equal to the Squid's size (or smaller) then it can automatically Grapple its target (escape DC 17).

REACTIONS

Ink Cloud (1/short or long rest). When the Squid is targeted by an attack it can see while it is underwater, it can fill its space with ink, then move up to its speed without provoking opportunity attacks. The ink heavily obscures its space for 1 minute or until it is dispersed.

SLOTH, GIANT

CR 5

Huge Beast (Brute), Neutral

AC 16 (natural armor)

Initiative +0 (10)

HP 104 (11d12 +33)

Speed 30 ft., climb 30 ft., swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	22	+6 +6	DEX	10	+0 +0	CON	17	+3 +6
INT	3	-4 -4	WIS	12	+1 +1	CHA	4	-3 -3

TRAITS

Keen Smell. The Sloth has advantage on Wisdom ability checks that rely on its sense of smell.

Lumbering. The Sloth has disadvantage on all Dexterity ability checks and saving throws, and it cannot Dash.

Thick Hide. Whenever the Sloth takes damage it reduces it by its Constitution modifier (3). Force, psychic, and radiant damage ignore this feature.

Tropical Camouflage. While it remains motionless in a jungle environment, the Sloth is indistinguishable from its surroundings due to the moss growing from its fur.

ACTIONS

Multiattack. The Sloth makes two Claw attacks. It can replace one of these with a Fetid Bite attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: (2d10 +6) bludgeoning damage, and a target smaller than the Sloth is knocked back 10 ft. and must make a Dexterity saving throw (DC 17) or fall Prone.

Fetid Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: (2d10 +6) piercing damage, and it must succeed on a Constitution saving throw (DC 17) or it is Poisoned until the start of the Sloth's next turn.



TERROR BIRD

CR 5

Huge Beast (Avian), Neutral

AC 14 (natural armor)

Initiative +2 (12)

HP 95 (10d12 +30)

Speed 60 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	21	+5	+5	DEX	14	+2	+5	CON	18	+3	+3												
INT	5	-3	-3	WIS	14	+2	+2	CHA	7	-2	-2												

Skills Intimidation +8, Perception +5, Stealth +5

TRAITS

Imposing Presence. The Terror Bird uses Strength, in place of Charisma, for Intimidation checks (see above).

Mighty Leap. Once per turn, the Terror Bird can expend 5 ft. of its movement to long jump up to 30 ft., or high jump to 20 ft., even if this exceeds its remaining speed.

Strong Jaws. If the Terror Bird hits a creature equal to its size (or smaller) with a Beak attack, it can Grapple it in its beak (escape DC 16).

ACTIONS

Multiattack. The Terror Bird makes two attacks, using its Beak and Kick in any combination.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: (2d10 +5) slashing damage.

Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: (2d8 +5) slashing damage, and a target equal to the Terror Bird's size (or smaller) is knocked Prone.

BONUS ACTIONS

Aggressive. The Terror Bird takes the Dash action, but it must end its movement closer to a hostile creature.



TITANOBOA

CR 5

Gargantuan Beast (Reptilian), Neutral

AC 12 (natural armor)

Initiative -2 (8)

HP 130 (9d20 +36)

Speed 40 ft., climb 40 ft., swim 40 ft.

MOD				SAVE		MOD				SAVE		MOD				SAVE							
STR	22	+6	+9	DEX	6	-2	-2	CON	18	+4	+4	INT	3	-4	-4	WIS	10	+0	+0	CHA	3	-4	-4

TRAITS

Cold-Blooded. When the Titanoboa takes cold damage its speed is halved and it cannot take reactions until the end of its next turn.

Serpentine. The Titanoboa counts as two sizes smaller for the purposes of moving through passageways.

Thermal Vision. The Titanoboa knows the exact location of any warm-blooded creatures within 90 ft. of it.

Swallow. If the Titanoboa hits a Grappled creature that is at least one size smaller than it with a Strike attack, it swallows it. A swallowed creature is Blinded and Restrained, has total cover from outside attacks and effects, and it takes (5d6) acid damage at the start of each of the Titanoboa's turns.

At the start of its turn, the Titanoboa must succeed on a Constitution saving throw (DC is the total damage it has taken since its previous turn) or any swallowed creatures land Prone in an unoccupied space within 5 ft. of it.

ACTIONS

Strike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: (2d10 +5) piercing damage. This attack has advantage against creatures Grappled by the Titanoboa.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: (2d12 +5) bludgeoning damage and the target is Grappled (escape DC 17) and Restrained. If a creature ends its turn Grappled this way, it suffers one level of Exhaustion.



CHALLENGE RATING: 6

Beasts of Challenge Rating 6 sit at the apex of the animal kingdom. They are the most powerful Beasts that roam the wilds short of those empowered by primal forces or magic.

CAVE BEAR, GIANT

CR 6

Huge Beast (Carnivore), Neutral

AC 13 (natural armor) Initiative +0 (10)
HP 115 (10d12 +50)
Speed 60 ft., climb 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	24	+7	+10	DEX	8	-1	+2	CON	21	+5	+5																		
INT	7	-2	-2	WIS	14	+2	+2	CHA	9	-1	-1																		

Skills Intimidation +10, Perception +5, Survival +5
Senses Darkvision 120 ft.

TRAITS

Imposing Presence. The Bear uses its Strength, in place of Charisma, for Intimidation checks (included above).

Keen Smell. The Bear has advantage on all Wisdom ability checks that incorporate its sense of smell.

Strong Jaws. When the Bear hits a creature equal to its size (or smaller) with its Bite attack, it can Grapple the target in its jaws (escape DC 18). While it is Grappling a creature, it cannot use its Bite attack on other targets.

Thick Hide. Whenever the Bear takes damage it reduces it by its Constitution modifier (5). Force, psychic, and radiant damage ignore this feature.

ACTIONS

Multiattack. The Bear makes two attacks, using its Bite and its Claw attacks in any combination.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: (2d10 +7) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: (3d8 +7) slashing damage, and any creature equal to the Bear's size (or smaller) is knocked Prone.

BONUS ACTIONS

Roar of Dominance. After the Bear hits a creature with a Bite or a Claw attack, it can roar, forcing the creature to make a Wisdom saving throw (DC 18), or be Frightened of the Bear until the start of the Bear's next turn.

Creatures that succeed on this saving throw are immune to the Bear's *Roar of Dominance* for the next 24 hours.

CROCODILE, GIANT

CR 6

Huge Beast (Reptilian), Neutral

AC 14 (natural armor) Initiative -1 (9)
HP 115 (10d12 +50)
Speed 40 ft., swim 60 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	21	+5	+8	DEX	9	-1	-1	CON	19	+4	+7												
INT	4	-3	-3	WIS	12	+1	+1	CHA	7	-2	-2												

TRAITS

Aquatic Camouflage. While it remains motionless in the water, the Crocodile is indistinguishable from its natural surroundings due to the algae buildup on its scales.

Crushing Strength. If the Crocodile damages a creature that is holding its breath underwater, the creature must make a Constitution saving throw (DC 16) or suffer one level of Exhaustion, which lasts until it comes up for air.

Hold Breath. The Crocodile can hold its breath for up to 2 hours while it is underwater.

Strong Jaws. When the Crocodile hits a creature equal to its size (or smaller) with its Bite attack, it can Grapple the target in its jaws (escape DC 18). While it is Grappling a creature, it cannot use its Bite attack on other targets.

ACTIONS

Multiattack. The Crocodile makes two attacks, a Bite and a Tail attack. It can replace its Bite attack with Death Roll.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: (4d10 +5) piercing damage.

Death Roll. The Crocodile forces one Grappled creature to make a Strength saving throw (DC 16). It takes (4d10) slashing damage on a failure, and half that on a success.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: (2d8 +5) bludgeoning damage, and a target equal to the Crocodile's size (or smaller) is knocked 10 ft. back in a straight line and falls Prone.



MAMMOTH

CR 6

Huge Beast (Brute), Neutral

AC 13 (natural armor)

Initiative -1 (9)

HP 126 (11d12 +55)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	24	+7 +10	DEX	9	-1 -1	CON	21	+5 +8
INT	5	-2 -2	WIS	12	+1 +1	CHA	6	-2 -2

Skills Intimidation +10

TRAITS

Concussive Blow. Once per turn, if the Mammoth hits a creature equal to its size (or smaller) with Stomp, it can force it to make a Constitution saving throw (DC 18) or be Stunned until the start of the Mammoth's next turn.

Imposing Presence. The Mammoth uses its Strength, in place of Charisma, for Intimidation checks (see above).

Thick Hide. Whenever the Mammoth takes damage it reduces it by its Constitution modifier (5). Force, psychic, and radiant damage ignore this feature.

Trampling Charge. If the Mammoth moves at least 20 ft. in a line and hits with a Gore attack, it deals a bonus 1d8 damage. If the target is equal to the Mammoth's size (or smaller), it is also knocked Prone, and the Mammoth can use a bonus action to use its Stomp attack on it.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: (4d8 +7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: (4d10 +7) bludgeoning damage.



GORILLA, GIANT

CR 6

Huge Beast (Brute), Neutral

AC 12 (natural armor)

Initiative +2 (12)

HP 115 (10d12 +50)

Speed 50 ft., climb 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	23	+6 +9	DEX	14	+2 +5	CON	18	+4 +4
INT	7	-2 -2	WIS	14	+2 +2	CHA	7	-2 -2

Skills Athletics +9, Intimidation +9

TRAITS

Concussive Blow. Once per turn, when the Gorilla hits a creature equal to its size (or smaller) with a Fist attack, it can force it to make a Constitution saving throw (DC 17) or be Stunned until the start of the Gorilla's next turn.

Imposing Presence. The Gorilla uses its Strength, in place of Charisma, for Intimidation checks (included above).

Keen Smell. The Gorilla has advantage on all Wisdom ability checks that rely on its sense of smell.

Savage Fury (Recharge 4-6). At the start of its turn, the Gorilla flies into a Fury which lasts until the start of its next turn. For the duration, it has advantage on all Strength attacks, checks, and saving throws, but all attacks against it have advantage.

ACTIONS

Multiattack. The Gorilla uses its Intimidating Show, then it makes two First or Hurl attacks in any combination.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: (3d8 +6) bludgeoning damage.

Hurl. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. Hit: (2d10 +6) bludgeoning damage. It throws one Medium (or smaller) object or creature it is holding.

Intimidating Show. The Gorilla forces hostile creatures that can see or hear it within 30 ft. to make a Wisdom saving throw (DC 17). On a failed save, they are Frightened of the Gorilla for 1 minute. Creatures repeat this saving throw at the end of their turn, ending the effect on a success.

Creatures that succeed on this saving throw are immune to the Gorilla's *Intimidating Show* for the next 24 hours.





SHARK, GIANT

CR 6

Huge Beast (Aquatic), Neutral

AC 13 (natural armor) **Initiative** +0 (10)

HP 126 (11d12 +55)

Speed 0 ft., swim 90 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	23	+6 +9	DEX	11	+0 +0	CON	21	+5 +8
INT	3	-4 -4	WIS	10	+0 +0	CHA	5	-3 -3

Senses Blindsight 60 ft.

Skills Perception +3

TRAITS

Aquatic. The Shark can only breathe underwater.

Blood Sense. The Shark knows the direction of any creature with less than its maximum hit points within 10 miles, so long as they are in the same body of water.

Frenzy. The Shark has advantage on Bite attacks against creatures with less than their maximum hit points.

Relentless (Recharge 4-6). If the Shark is reduced to 0 points, but not killed, it falls to 11 (1d12 +5) hit points.

Swallow. Any creature that is Swallowed by the Shark is Blinded and Restrained, it has total cover from all outside attacks and effects outside the Shark, and it takes (2d6) acid damage at the start of each of the Shark's turns.

At the start of each of its turns, the Shark must succeed on a Constitution saving throw (DC is the total damage it has taken since its previous turn) or swallowed creatures land Prone in an unoccupied space within 5 ft. of it.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: (5d10 +6) piercing damage, and a target that is two sizes smaller than it must succeed on a Dexterity saving throw (DC 17) or be *Swallowed*.

ROYAL EAGLE

CR 6

Huge Beast (Avian), Neutral

AC 16

Initiative +9 (19)

HP 95 (10d12 +30)

Speed 30 ft., fly 90 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4 +4	DEX	22	+6 +9	CON	17	+3 +3
INT	7	-2 -2	WIS	15	+2 +5	CHA	10	+0 +0

Skills Acrobatics +9, Perception +8

TRAITS

Airborne Evasion. When the Eagle is forced to make a Dexterity saving throw to avoid damage while flying, it takes no damage on a success, and half on a failure.

Hunter's Grasp. When the Eagle hits a target at least one size smaller than it with its Talons attack, it can choose to automatically Grapple the target (escape DC 15).

Hunter's Senses. The Eagle adds double its Proficiency Bonus to its Perception checks (included above).

Swift Wing. Opportunity attacks against the Eagle have disadvantage while it is using its flying speed.

ACTIONS

Multiattack. The Eagle uses its Screech (if available), then makes two Beak or Talons attacks in any combination.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: (2d8 +6) piercing damage, and the creature must succeed on a Dexterity saving throw (DC 17) or it is Blinded until the start of the Eagle's next turn.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: (2d10 +6) slashing damage, and the target has disadvantage on attack rolls against all targets other than the Eagle until the start of the Eagle's next turn.

Screech (Recharge 4-6). The Eagle forces hostile targets that can see or hear it within 120 ft. to make a Wisdom saving throw (DC 17). On a failure, they are Frightened of the Eagle for 1 minute. They repeat the saving throw at the end of their turn, ending the effect on a success.

Creatures that succeed on this Wisdom saving throw are immune to the Eagle's *Screech* for the next 24 hours.



SPERM WHALE

CR 8

Gargantuan Beast (Aquatic), Neutral

AC 13 (natural armor)

HP 192 (12d20 +60)

Speed 0 ft., swim 60 ft.

Initiative -1 (9)

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	26	+8	+8	DEX	8	-1	-1	CON	20	+5	+8																		
INT	3	-4	-4	WIS	12	+1	+1	CHA	5	-3	-3																		

Resistances Cold

Senses Blindsight 120 ft.

TRAITS

Echolocation. If the Whale makes a Perception check with its hearing it treats a d20 roll of 9 or lower as a 10. It loses this benefit and its Blindsight if it is Deafened.

Hold Breath. The Whale can hold its breath for up to 2 hours while it is underwater.

Siege Monster. The Whale's attacks deal maximum damage, in place of rolling, against objects and boats.

Swallow. Any creature that is Swallowed by the Whale is Blinded and Restrained, it has total cover from all outside attacks and effects, and it takes (2d6) acid damage at the start of each of the Whale's turns.

At the start of each of its turns, the Whale must succeed on a Constitution saving throw (DC is the total damage it has taken since its previous turn) or swallowed creatures land Prone in an unoccupied space within 5 ft. of it.

Thick Hide. Whenever the Whale takes damage it reduces it by its Constitution modifier (5). Force, psychic, and radiant damage ignore this feature.

ACTIONS

Multiattack. The Whale makes two attacks using its Bite and Tail attacks in any combination.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: (3d8 +8) piercing damage, and if the target is two sizes smaller than the Whale, it must succeed on a Dexterity saving throw (DC 19) or it is *Swallowed*.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: (3d6 +8) bludgeoning damage, and a target equal to the Whale's size (or smaller) is knocked Prone.





ALTERNATE BEASTS

Unleash the true wild fury of Beasts with this
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